

WIN GAMES!

ISSUE 23 JAN 2000 \$6.95 NZ \$9.95 INC. GST



WINBACK

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**TUROK
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Reviewed: Magical
Multiplayer Mayhem!

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Racers**

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**Donkey
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NINTENDO 64



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TOP GEAR HYPER-BIKE

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Only For

N64 Controller Pak™ Needed
to Save Game Data



Designed for
N64 Rumble Pak

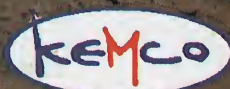


1-4 Player/Simultaneous



Dirt or Road - you choose

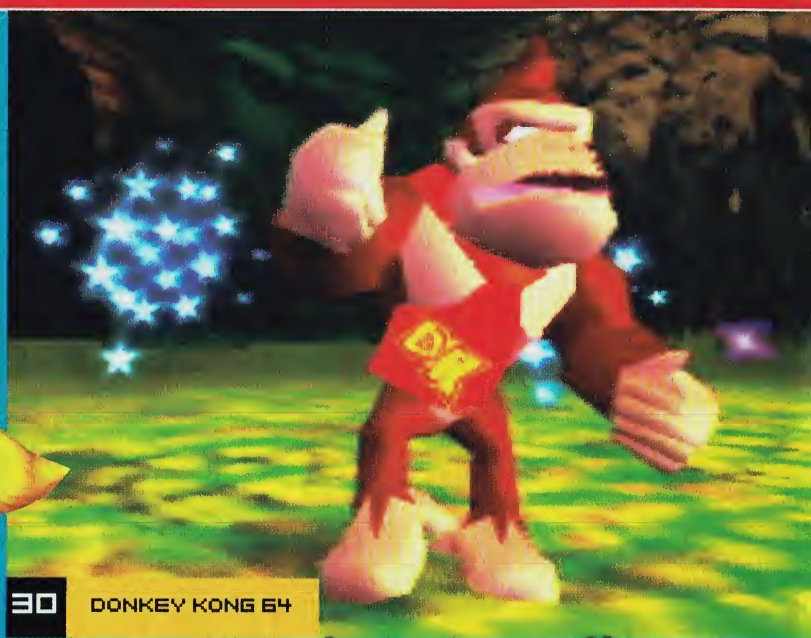
Motorcycle racing at it's best on the N64



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30 DONKEY KONG 64



40 WINBACK

LIFE



58 XENA: WARRIOR PRINCESS

REGULARS

Bowser's Bulletin.

Big news this month with new colours for your N64, the Tarzan game is looking great, Rev Limit finally surfaces, there's another Pokemon movie and Choro Q gets a sequel.

14 Street Talk.

Arthur hits the streets and asks real people, hard-hitting questions that mould our ever-changing society.

16 Troy's Mailbag.

This month we discuss random acts of terrorism against Sega mascots, seven reasons why the PlayStation is superior, changing the Nintendo Dolphin's name to the Shark and pointless letters.

18 Bad Ass' Basement.

18 Q & A - If you're stuck in a game ask Bad Ass and he'll sort you out.

19 Competitions - Bad Ass is giving away copies of Donkey Kong 64, Turok: Rage Wars and Rainbow 6. So start writing.

20 Insult My Head - If you've got an ugly enough head, Bad Ass will insult it for you.

21 Hugh's High Scores - If you think you're fast, why not enter our high scores page.





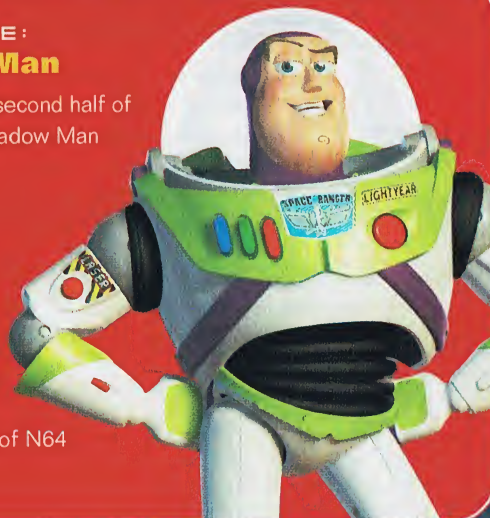
FEATURES

74 PLAYGUIDE: Shadow Man

Check out the second half of our detailed Shadow Man walkthrough.

98 COMING SOON: Next Issue

Find out what's in store in the February issue of N64 Gamer.



NEW RELEASE

22 Previews

- 22 Armorines
- 23 Mario Party 2
- 24 South Park Rally
- 25 Ridge Racer
- 26 Jeremy McGrath's Supercross 2000
- 26 Resident Evil 2



28 Profile Page.

This month the N64 crew talk about their most significant gaming experience.

29 Review System.

What our scores actually mean.

NEW RELEASE

30 Reviews

- | | |
|----------------------------|-------------------------|
| 30 Donkey Kong 64 | 68 Destruction Derby 64 |
| 36 Turok: Rage Wars | 70 BattleTanx 2 |
| 40 WinBack | 72 Knockout Kings 2000 |
| 44 Lego Racers | |
| 46 Worms: Armageddon | |
| 48 StarCraft | |
| 52 Rainbow 6 | |
| 54 Paperboy 64 | |
| 56 Roadsters | |
| 58 Xenia: Warrior Princess | |
| 60 Top Gear Rally 2 | |
| 62 Earthworm Jim 3D | |
| 66 A Bug's Life | |



86 Codes

If you're a pansy who couldn't be bothered finishing a game on your own, or if you're just plain stuck, visit these pages.

88 Subscription

Ubi Soft have kindly supplied us with 10 cool Rayman 2 packs. Subscribe and win!

90 Buyer's Guide

You just bought Super Bowling and realised that you blew \$100 on a cart not worth urinating on? Next time, check out our bite-sized reviews on most games available.

96 Trader Page

You want to get rid of that copy of Dual Heroes your toothless grandfather bought you. This is the place.

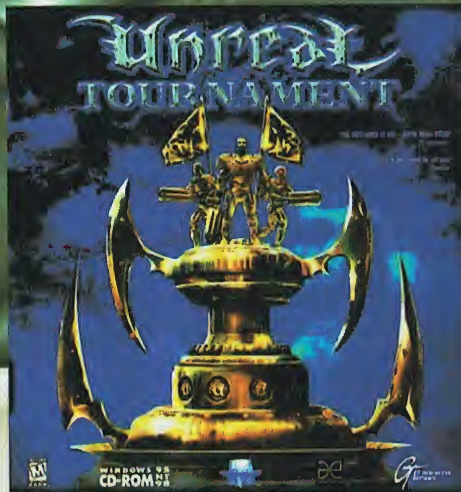
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***CHECK OUT OUR EXCLUSIVE DEALS IN OUR DECEMBER CATALOGUE.**

HN20943

The 7 Deadly Sins

Your N64 is a truly fantastic gift that you should be thankful for every day of your life. Unfortunately, there are some people out there that abuse this magnificent machine and give N64 gamers a bad name. Below is a list of the Seven Deadly Sins. If you're guilty of any of them you should take a long, hard look at yourself and try to lead a better life.



Gluttony *You're so fat you have to call your friends over for a session of multiplayer gaming every time you need to go to the bathroom because you can no longer get off the couch without the help of at least two people.*

Vanity *Even though you know you're just going to sit in front of the TV all day playing your N64, you dress up and put on some nice aftershave anyway.*

Sloth *You've been playing the same N64 game for three months because you're too lazy to reach over to the console and change the cart.*

Lust *You've spent more than two hours drooling over the screenshots of Joanna Dark.*

Greed *You roam around games stores, buying up all their copies of Goldeneye, just so that no-one else will be able to enjoy its brilliance.*

Wrath *You've had to buy an extra seven control pads because you keep smashing them against the wall when you lose.*

Envy *You dream about playing PlayStation games. Obviously this is the most disgusting sin to be guilty of.*

Narayan Pattison
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Printed CTP by: Wilke Color

Distribution by: Gordon & Gotch
Customer Service: Ph 1300 65 0666
Fax 1300 65 0777

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Next Publishing Pty Ltd

ACN 002 647 645
ISSN 1320-7458

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BOWSER'S Bulletin



▶ This is the place to find out everything that's hip and happening in the N64 world!

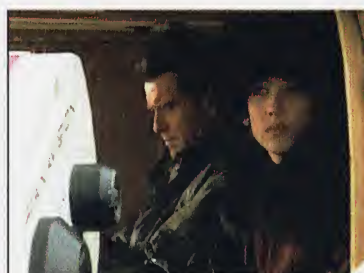
A NEW BOND GAME FOR THE N64!

James Bond is back for some more first-person shooting

We were utterly chuffed at the prospect of another James Bond shooter on the way. Our excitement



The best thing about the movie is the babe out of Starship Troopers - Grrrrr...



James' new babe is no Natalya

ment was somewhat lessened as we learned that the development gods, Rare, have nothing to do with the title. Damn! Instead, the project is under development by Eurocom and is being published by Electronic Arts. Nevertheless, these companies have abandoned making a James Bond game similar to the woefully horrid PlayStation version of Tomorrow Never Dies and opted for a recreation of Rare's classic. Apparently Goldeneye is being dissected bit by bit and studied with great detail, as the developers want the game to be a very similar experience. The control style will be the same and there will be four-player options containing weapons and contraptions that will be in the upcoming movie. There are rumours that the previous nude cheat seen in Goldeneye will also make it to this version along with the N64 Gamer Rules cheat. Even though Rare aren't behind the game, another shooter with the Bond licence has the potential to be a awesome. Grab your silenced PP7 and keep an eye out for this game.



Nintendo's well-hung

More Funky N64 Stuff



N64s for all the colours of the rainbow

After porking it up on a feast of M&Ms, Nintendo were stoked with the range of colours on offer. So, without further hesitation, they have decided to release N64 consoles in almost every semi-transparent colour imaginable. Cool eh? Also, a German company are releasing special Pokemon sweat-absorbing covers that fit over your N64 pads. Particularly useful when playing in a desert, by a pool or just after spanking the monkey.



An orgy of N64s

TO INFINITY AND BEYOND!

Toy Story 2 is primed to hit movie theatres and consoles worldwide

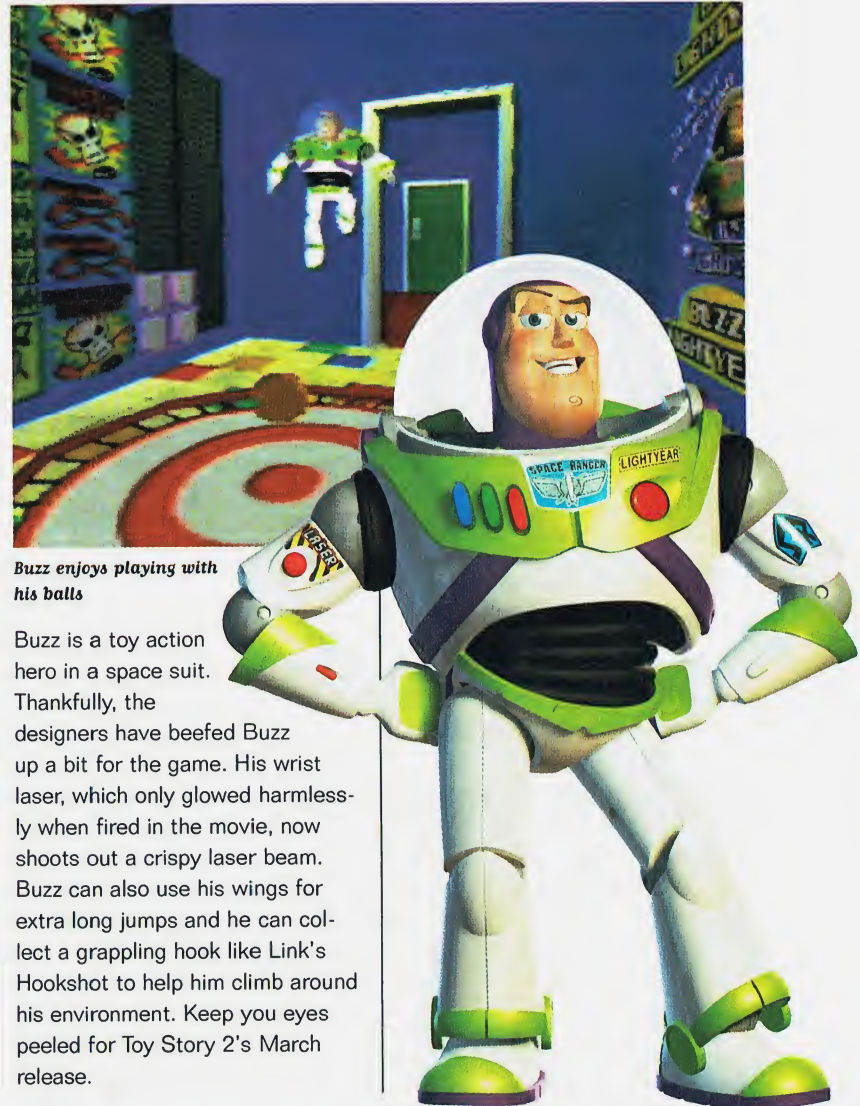
Toy Story was the first fully computer generated movie to hit the big screen and it managed to gross more than \$192 million worldwide, proving that regular animated films are wimpy tosh destined for extinction. Since then, there have been two insect-based CG movies which were impressive but failed to capture the magic of Toy Story. Naturally, Toy Story 2 is shaping up to be the CG movie of the century

(given that computer graphics improve noticeably each year and this is the last year of the century, I guess it's not an incredible feat).

After you've watched the movie and have finished cleaning up your underpants you can settle back in your lounge and get ready to take control of Buzz Lightyear and save the rest of the toy gang. The design of the game is being handled by the programmers behind A Bug's Life and throws you into 15 levels of platforming action. Anyone who's seen the first movie will remember that



Even though she's a bit porky, Buzz decides to give her a good rodgering



Buzz enjoys playing with his balls

Buzz is a toy action hero in a space suit. Thankfully, the designers have beefed Buzz up a bit for the game. His wrist laser, which only glowed harmlessly when fired in the movie, now shoots out a crispy laser beam. Buzz can also use his wings for extra long jumps and he can collect a grappling hook like Link's Hookshot to help him climb around his environment. Keep your eyes peeled for Toy Story 2's March release.

Another wrestling game? Noooooooo!



Karma Sutra: Position 247

More sweaty men to rub against each other on the N64

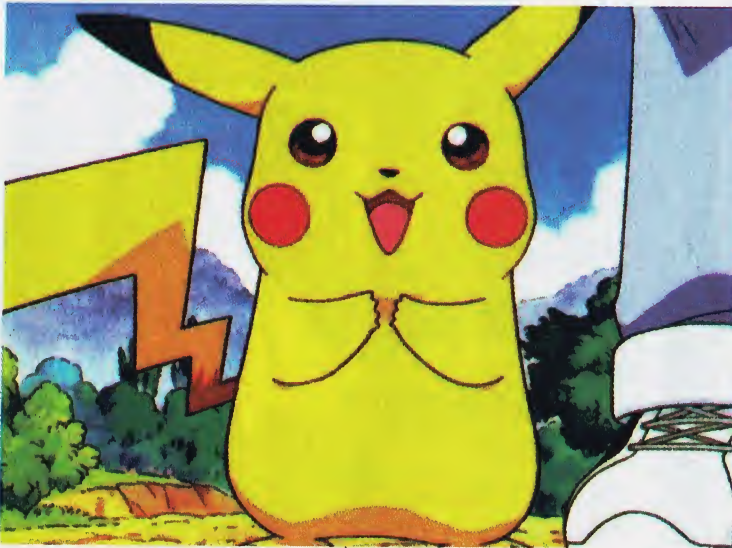
Not satisfied with the odd hundred thousand wrestling titles already on the N64, Acclaim have secured the licence to develop a wrestler under the ECW franchise. ECW is all about hard-core wrestling, where men in skid marked underpants prod each other with electric sticks, wrap each other up in barbed wire and spank themselves with baseball bats. After performing some wrestling moves on an Acclaim staff member, he squealed and told us that the game would



The world champ sure looks like a spud

run on the previous WWF Attitude and WWF Warzone engine. So if you own any of these, you can bet that it will be more of the same.

STEP ASIDE TITANIC



Pickachu has muscled his way past Brad Pitt as Hollywoods latest movie spunk

Unfortunately there will always be people in our society who believe Michael Jackson is cool. Along with them are people who think pokemon are just as cool. With

this in mind, Pokemon: The First Movie has made it to being the fourth biggest movie ever in Japan. Time Warner have gotten all excited about this and have decided to fund the making of a new pokemon movie, which we're guessing will flaunt an ingeniously clever title like Pokemon: The Second Movie. What makes this peculiar is the fact that the first move hasn't screened in the USA



yet, but we're certain it will be a blockbuster. Expect the movie to have newer pokemon that Nintendo can flog off to the public in another merchandise blitz. Huzzah!



PENNY PINCHING SEQUEL

Mario Kart Klone Cloned

Due to the overwhelmingly mediocre success of the first game, Penny Racers is set to be sequelised in the, aptly named, Penny Racers 2. As is the standard, the sequel will run on the same engine as the original and have just enough improvements to classify it as a new game, instead



of just being the same game with a paint job. The features will be, pretty much, the same. There is just more of it. Instead of thirty customisations, PR2 will offer close to one hundred and fifty. Nine tracks will be included and so will the track edit capabilities of the original. Hurray!



WHAT HAPPENED TO REV LIMIT?



The delayed racer is now headed for the 64DD

It seems hard to believe now but Rev Limit was first previewed in issue 1 of N64 Gamer. Two years later, the game has definitely earned the title of the most delayed game on the N64. The bad news is that even though the game has finally been set for a December release, Australian gamers won't see it because it is scheduled to appear on the 64DD only. For those of you who don't know, the 64DD is the add-on device for the N64 that has been delayed almost as much as



Don't get too excited because you'll probably never see this game released

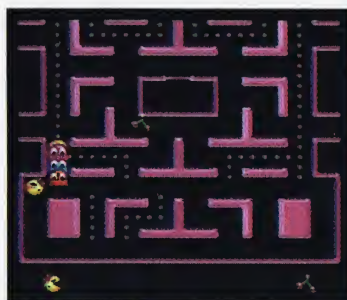
Rev Limit is now set for a Japan only release this Christmas. It's a shame because Rev Limit is a solid racing title with a simply aston-

ishing amount of options, including a track creation mode which will let you use the 64DD to download new courses from the internet.

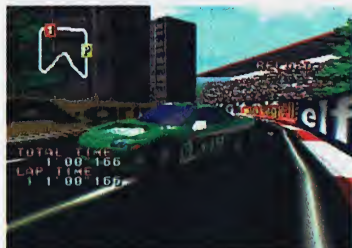
Munching on the N64

Ms Pac-Man busts some moves

Hot on the heels of the retro game compilation, Namco Museum 64, comes the announcement that Pac-Man's main squeeze is stepping out into a brand, spanking, new game titled, Ms Pac-Man's Maze Madness. Very little is known about this game but, with our keen detective skills, we have managed to surmise that both insanity and labyrinths will play some part and it is likely to star, the above mentioned, Mistress of Pac.



The ghosts want their balls back



No.4 parks for a quickie

Here is a list of the most important games scheduled for release over the next five months.

Please remember to use these releases as a guide only, because most dates change many times before the final release.

TITLE:	GENRE
DECEMBER	
Donkey Kong 64	Platform
Turok Rage Wars	Shooter
WinBack	Shooter
Worms: Armageddon	Strategy
40 Winks	Platform
Vigilante 8: Second Offence	Action
Xena: Warrior Princess	Fighting
StarCraft	Strategy
Lego Racers	Racing
Ready 2 Rumble	Boxing
Rocket: Robot on wheels	Platform
Rainbow 6	Shooter
Top Gear Rally 2	Racing
Earthworm Jim 3D	Platform
Armored: Project Swarm	Shooter
NBA Live 2000	Basketball
NBA Showtime: NBA on NBC	Basketball
JANUARY	
South Park Rally	Racing
WWF Wrestlemania 2000	Wrestling
A Bug's Life	Platform
StarCraft	Simulation
Chef's Luv Shack	Puzzle
Top Gear Hyperbike	Racing
Mini Racers	Racing
Riqua	Action
Nuclear Strike	Action
Test Drive Rally	Racing
Taz Express	Platform
NBA Courtside 2	Basketball
Hercules: The legendary Journeys	Action
FEBRUARY	
Resident Evil 2	Shooter
X-Men	Fighting
Castlevania: Legacy of Darkness	Action
Pokemon Stadium	Simulation
Young Olympians	Action
Tarzan	Action
Spiderman	Platform
Ridge Racer 64	Racing
Duck Dodgers	Action
Toy Story 2	Action
MARCH	
Turok 3	Shooter
South Park 2	Action
Tony Hawk's Pro Skater	Skateboarding
Harrier 2001	Simulation
Daiikatana	Action
APRIL	
Perfect Dark	Shooter
Eternal Darkness	Adventure
Blues Brothers 2000	Action



A RALLY CHALLENGE 2000



It's hard to believe but the designers managed to forget wheels for this car

Get ready to wipe the mud from your screen

Multi Racing Championship was one of the first racing games on the system, so it managed to generate a healthy number of sales despite the fact that it was a very sub-standard racer with thicker fog than Superman. Luckily, the game's designers have learnt from their



faults and have come up with a vastly superior sequel. Boasting three times as many tracks, much tighter control and a full range of officially licenced vehicles, Rally Challenge 2000 is shaping up to be everything MRC should have been.

TARZAN SWINGS INTO ACTION

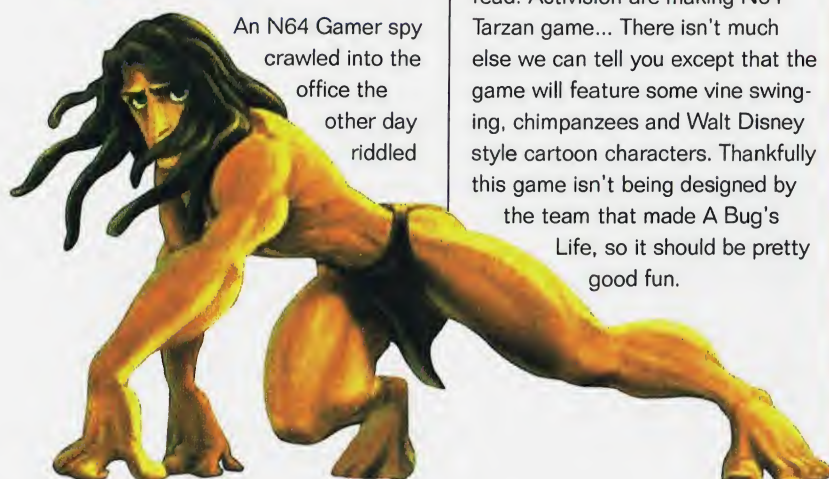


A less mature publication would probably make a joke about playing with his balls



He lies on the lilly and dreams of Jane

Donkey Kong's not the only guy vine-swinging on the N64



An N64 Gamer spy crawled into the office the other day riddled

with bullet holes. As he died and we giggled, we pried a piece of bloodied paper from his hand. It read: Activision are making N64 Tarzan game... There isn't much else we can tell you except that the game will feature some vine swinging, chimpanzees and Walt Disney style cartoon characters. Thankfully this game isn't being designed by the team that made A Bug's Life, so it should be pretty good fun.

Free CDs

Breaka have made up a bunch of kick-ass music CDs for you guys to listen to this holiday season. Songs include The Divinyls' I Touch Myself (Arthur's favourite), The Knack's My Sharona and Poison's Your Mama Don't Dance. If you want one of our 10 CDs, enter this funky comp and answer our mind-numbingly easy question:

"What's CD stand for?"

Put your answer on the back of an envelope and send it to:

The opposite of a large square comp
N64 Gamer
78 Renwick st
Redfern, NSW, 2016

Catch the Wave

Wave have kindly donated 10 summer prize packs. Each one contains eight bottles of flavoured milk and a cool t-shirt. To enter this competition simply answer this question:

"What's your favourite milk-making mammal?"

Put your answer on the back of an envelope and send it to:

I like cows comp
N64 Gamer
78 Renwick st
Redfern, NSW, 2016



RAYMAN THE TV STAR



Josh demonstrates the cool dancing moves he uses to impress the girls

Arthur Adam takes a look behind the scenes of the Rayman 2 infomercial

Due to our awesome charm (and the assistance of a pair of pliers and blowtorch) the N64 Gamer crew were recently invited to the making of the Rayman 2: The Great Escape infomercial. Not only that, but because of our blowtorch handy work, we were able to scam part of the advertisement for ourselves and plug our own ass-kicking mag (our aim is global domination you see). We were all quite chuffed at the prospect of attending a television studio and promptly went shopping for white bathrobes, smoking pipes and monocles, which we all wore to the event.

Anyway, Rayman is ready to hit our television sets with two-minute long commercials, which, surprisingly, has never been done before anywhere in the world with videogames. Former MTV host, Josh Swilka, was the presenter for the advertisement (we think he scored the job because of his striking resemblance to Rayman -

Josh's hairpiece even twirls as he speaks).

The commercial took place on a set similar to Hey Hey It's Saturday, minus Dicky Knee. During the shoot, Josh explained to the television audience why Rayman is the three-dimensional platformer of the year while the camera panned over to four snotty nosed children playing the game. We



The game's so good the kids were even playing it between takes



Narayan blows up his love toy

were rightly excited by all the commotion and showbiz grandeur, but became quite bored after the eighty-ninth take (you can only handle a room full of three-foot-high children running about, high on red cordial for so long). Troy fell asleep under a bundle of camera cords and we amused ourselves by writing 'Kick me square in the nuts!' on his forehead.

However, there was one problem. Somebody had to blow up the Rayman inflatable chairs.

Seeing as Narayan spilt hot coffee over a ten thousand dollar television camera, the job was justifiably given to him. Embarrassingly, our editor inadvertently inflated his own blow-up toy sheep, which he, unconvincingly, claimed was mine.

Apart from the painful incident Troy experienced when he was awoken by 17 kids jumping up and down on his nuts, we can say that the whole shoot went phenomenally well. There were limousines, movie stars, helicopters and police holding back hordes of onlookers as we left the building. These are the sorts of things we have to put up with to bring to you the important information all gamers need to know.

5 + R E E + + 0 L K 64

The N64 Gamer crew have finally mustered up enough energy to get off their backsides and take it to the streets. Here, we ask real gamers about hard-hitting issues that shape our ever-changing society. Arthur Adam uses his past training as a private investigator to interrogate the unsuspecting public using all the tricks in the book, including unnecessary violence.

Brian, Age 13

Slapping a PSX boy around

Arthur: Are you looking forward to the new Nintendo Dolphin?

Brian: Yeah, I was looking forward to the new PlayStation 2 as well, but I found out how crap it's gonna be.

Arthur: What do you mean?

Brian: It only has two joypad plugs. Can you believe that? What is Sony thinking? The control pads are exactly the same as well, and further more; it isn't even as powerful as the Dolphin.

Arthur: Good lad. Are you an avid PlayStation hater then?

Brian: Not really, I like Nintendo better though, but the PSX is popular because you can copy games easily.

Arthur: I agree, it's pretty easy to copy German scheizer videos too. You should see my collection.

Brian: Bye.



John Hunter, Age 15

Letting down tyres in the car park

Arthur: What's your favourite video game?

John: Video games are for nerds. I'd rather enjoy a game of chess, or better still, read a good book at the library.

Arthur: Chess? Library? Who you calling a nerd? Geek!

John: Aren't journalists supposed to be friendly to the public? Who do you work for? I want to speak to your boss about your attitude immediately!

Arthur: Erm, my name is... Hillous Lesley, and I work for... Australian PlayStation.

John: I'll make sure you're fired!

Arthur: Hehe, Sucker.

Eliot Fish, Age unknown

Busking with his guitar

Arthur: Hey dude, can I ask you a few questions relating to the video gaming industry and perplexities bestowed on gamers in the '90's?

Eliot: Piss off before I rip your head from your shoulders and crap down your neck.

Arthur: I guess not then? ... Okay, but that knife away now. I'm going...



Khalil, Age 24

Catching some sun

Arthur: Dude! You're naked.

Khalil: I know. Cool eh?

Arthur: No dude. You're in the middle of Sydney.

Khalil: Hey, I was born like this and I'll die like this. I'm proud of my body.

Arthur: What's that squeaking sound?

Khalil: It's Alfred, my pet gerbil. Wanna see where I keep him nice and warm?

Arthur: That's alright, I've seen enough of Troy's.



Jenny, Age 16

Sight seeing in Sydney

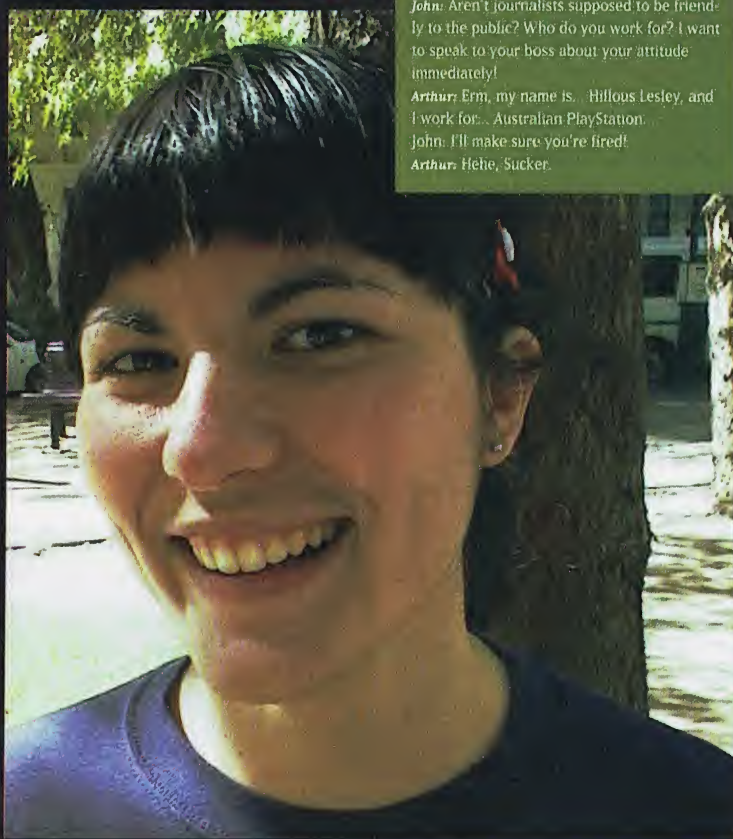
Arthur: So, do you think Donkey Kong should show Peach his big hairy banana?

Jenny: Donkey Kong is a respectable character. I don't think it's appropriate to speak of him that way.

Arthur: Relax Toots. If Donkey Kong is so 'respectable' why does he get about wearing no pants?

Jenny: You're an idiot because Donkey Kong isn't real.

Arthur: Ahhhhhahahah! You make me laugh. Next you're going to tell me that Jigglypuff isn't real! Hahaha... Fool.



Soumali, Age 21

Doing research for university

Arthur: If you could invent any video game you wanted, what would it be?

Soumali: Mmmm... I would like to see a game with militant, killer mushrooms that attacked with their sharp pointy fangs. There'd also be killer

turtles that exploded and injured anyone nearby. Huge, terrible plants that loved the taste of flesh would pop up and gulp you in one bite, while

clouds looked downward with large happy smiles.

Arthur: Are you serious? No one's going to make a game that ridiculous. It would never sell.

Soumali: I'd probably call it Super Mario or something like that.

Arthur: You're dreaming.

CHEF TAKES ON THE ROLE OF GAME SHOW HOST IN A WILD
MULTIPLAYER MATCH FEATURING ALL YOUR FAVORITE SOUTH PARK
CHARACTERS! COMPETE WITH YOUR FRIENDS IN DOZENS OF
MINI-GAMES THAT TEST YOUR SOUTH PARK GAMING SKILLS!



SOUTH PARK CHEF'S LUV SHACK™



Acclaim



AVAILABLE DECEMBER 1999

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Troy's Mailbag

We don't pay him any money and he doesn't have any friends, so please be kind and write in to him. Opening letters makes him feel special.

Write To Troy:

If you have some questions about the world of Nintendo or just want to say something interesting; write in to N64 Gamer.

TROY'S MAILBAG N64 Gamer

78 Renwick st,
Redfern, NSW, 2016
or email:
N64gamer@next.com.au

So, step to it with your ideas and thoughts.



Letter of the month

Winner of the letter of the month, Claude Garrison, pick up a Gamester N64 Pack (including a steering wheel, a game pad and a rumble/memory pack). Keep those letters coming!

World Peace

Well, it had to happen. They said it was the only solution. Now I wait by the newspapers every day for the following article.

World Peace Declared

The United Nations has declared world peace to start as of tomorrow. No longer are there the urges of murder, rape, pillage, theft, abuse or violence. This follows Interplay's surprise announcement to replace the innocent bystanders with zombies in their up and coming smash hit Carmageddon 64. "It's hard to believe the war in Kosovo is finally over," says Bill Clinton,



Clinton loves videogames

President of America. "I'm sorry. It was Carmageddon," sobs President Molosovic of Yugoslavia. "I guess we suffered a case of Jet Force Gemini," Laughs Bill Clinton. With this great accomplishment, videogame censorship is bound to continue. "Why stop at world peace?" Bill

40¢



Clinton states, "By censoring Perfect Dark, we could have poverty and famine eliminated by the year 2000."

Here's what the locals had to say about this new development. "I used to have urges to run my neighbour over every time she put out her bin. Now we laugh and talk of memories past."

"I used to start each morning by slamming Troy's head against the desk. Now we shake hands and talk small."

There you have it. Videogame censorship, the coming of a new age.

WRITTEN BY Claude Garrison

PICTURES BY Stevie Wonder

Freedom of Speech, Exit Here

Until recently, I thought that your magazine was one of the better gaming mags on the market. However, that opinion was changed after reading your response to Jillian Storey's letter in your October issue. That and Hugh's "Why do women find me so attractive?" remarks have led me to the conclusion that you are all just macho pigs who seriously need real lives.

I think that you would be surprised at the amount of female gamers around. I and many of my female friends are experienced gamers and many of us spent time in the local arcade as younger children.

So maybe there are more male gamers than female gamers. We still deserve strong, fully clothed, female characters to choose from. Thank goodness for games like the upcoming Perfect Dark. Finally, hopefully, a decent game with a strong,

female lead character.

I quote from your response: "Why don't you start up your own video game company?" Geez, that's a mature remark. Many of us are doing our best to make society more equal. And trust me, you would be "whining" too if you had any idea of what it's like growing up in a society where women are treated as "second-best".

It's people like you who have been responsible for holding women back for so long.

Lisa

Yes, that's right. I'm oppressing you. I'm preventing you from achieving everything that you could. I am responsible for all the inequalities in the world, along with sexist videogames programmers and Hugh the narcissist. I'm sure that my statement about there being more male games players than females is the root of all your problems.

N64 Terrorist Action

Last week, at the local shopping centre, where I usually buy my N64 games, I noticed a foul sight. Some oversized buttwipe, who probably enjoys watching German Scheizer videos, in a Sonic outfit handing out information about Sega's latest piece of crap (Dreamcast). Oh, man, was I pissed off? He was taking advantage of ignorant little kids who didn't know about Sega's crapness. So I swore revenge. After going home and getting the necessary equipment: a silenced PP7, nausea powder, a balaclava and a facemaker. I proceeded back to the store. While the fat piece of crap was sitting down having a drink, I slipped him the nausea powder. I ran to the men's room and put on the balaclava. I jumped into the vent above the cubical where he proceeded to hurl. In order to do this he took his hood off. The perfect chance to put a bullet in his head. I did so and used the facemaker on him, then hopped into his suit and walked around saying "Sega sux ass! Do not buy their games, ever!" The young people understood and they all begged their parents for Nintendo consoles. The NI force succeeds again.

Dan Hales



We love Sonic

While I cannot officially condone your actions I would like to say (off the record) "Good job".

PlayStation Rules!

I am sick of being bagged by N64 owners for having a PlayStation. Here are 7 reasons why it is better.

1. Loading time.

There is nothing more satisfying after a thirty second bout of Streetfighter than to wait five minutes for the next level to load. This allows one's brain to reload as well. Something all of us PlayStation owners need.

2. FMV — Sure, you guys have cut scenes where you see a big monster then fight it afterwards at that size and scale. Gimme a realistic intro any day, then, I can spend the next ten minutes hacking my sword into the closest bunch of pixels that resemble that intro.

3. Gameplay — Who cares about processing power? It's only gameplay that matters. After all, Goldeneye is on both the GB and N64

4. Violence — PlayStation games are more mature. Sure, the most popular games are Mario, Zelda and the (not too violent) Goldeneye. But who wants to be popular?

5. Just SNES games — The N64 games are just SNES games with a 64 tag. I'd rather play original games like Tomb Raider 3.

6. Boob-o-matic Processing Unit — The PlayStation features the 'Boob-o-matic Processing Unit' where all polygons are large in the chest area, regardless of gender

7. With the PlayStation 2, I can play 32-bit games on a much more expensive machine. — So who cares what you guys think. Just like every other PlayStation owner, my two brain cells don't warrant owning the best system anyhow!

Terence Flanders

I don't like sarcasm. 'Tis the lowest form of humour.

Pointless letter

It has finally occurred to me, after months of reading your magazine, that all the people that send in letters are sadboys, or to be politically correct "sadpeople". These people are still, after months of debate, writing in pointless letters about an issue, which has long since past or long since been forgotten. Maybe if these people actually left their homes and did something that isn't games related they might just realise the futility of their relentless quest to piss off the rest of the avid N64 Gamer readers. Wait a second if I've written this letter, Noooooooo.

Tim the sadboy

If only euthanasia was legal.

Hippy console

Who the hell thought up the name for the new Nintendo? It is crap! Who is the pansy assed hippy that named it Dolphin? If I could name this system I would definitely not name it Dolphin. If you want to name it after a sea creature, name it SHARK! None of this Dolphin crap. If they want to sell the system they should name it something that most gamers think is cool. If they really want it to sell they should use the name of something that normal people buy, none of this crap that hippies would buy because they wouldn't be able to use it because they don't believe in electricity. What would they do? plug it into a tree?

Ryan Ward & Ben O'Donoghue

That's pretty funny, grasshopper. The next Nintendo console will not be called Dolphin when it is released. It is known as Project Dolphin simply because that is better than always saying Nintendo's New Console. It's a working title. The Nintendo 64's working title was the Project Reality, then the Ultra 64. What the Dolphin should be called when it is finally released is a good question though. Hmmm, I can smell a competition cooking.

The voice

As an artist, dancer and producer of culture, I find what each successive generation brings, within its abilities, is of evolutionary value. It is, therefore, highly interesting, so I've become quite dismayed at the tired and banal reactions of the "know-nothings" who condemn videogame playing as a past-time that is counter productive to progress. Ours is a generation whose offering is digitally adept and we live in a reality that does in fact increasingly require this expansion in motor capacity. Videogames are a tactile digital manipulation - one develops skills on a keypad that are, most certainly, able to be integrated into many of life's productive and creative processes; sure it's not painting, tree-climbing or poetry - but who gives a shit? They're very different skills which different people have and who are you then, to decide which skills I need to bring to this planet?

Yours in respect of choice and those open to change,

Aurelia Toomey-Singleton

That's a valid point. expressed very articulately but it may go over the heads of those that you are intending to respond to.



The new Nintendo machine should be called the Shark!

Bad Ass'

Q&A

>> He is a 250 pound mass of muscle who lives to conquer games. If you're stuck in a game or you want to cry about something, write in and you'll be sorted. The next person to send a glitch or cheat in will be pulped. Send mail to Bad Ass at the usual N64 Gamer address or email him at badass@next.com.au

This month's sad boy >>

Toilet humour



Q Dear Lord Bad Ass, I have ISS '98 and my friend says you can get a code to get all the hidden teams without finishing the world league. Is it true? Also, my brother used to pee his pants because he couldn't be bothered to go to the toilet. Now he has outgrown that and he is a very good six-year-old boy. Could you give him a free game because I nearly broke my hand writing this? Oops, one more thing, PlayStation sux and you are the sexiest punk in town. **James Chatman. NSW**

>>> **Mr. Ass**

I'm relieved to here about your brother's toilet habits, but there is no need to send in photographs of your soiled pants. Because your brain has the power output of a dung beetle, here is the answer to your pointless question: on the 'Press Start' screen, press Up, C-Up, Up, C-Up, Down, C-Down, Down, C-Down, Left, C-Left, Right, C-Right, Left, C-Left, Right, C-Right, B, A, then hold Z and press Start. Fool! Oh, and I suppose you can have a copy of Beetle Adventure Racing to try and compensate for your lameness.



island hopping



Q Mr. Bad Ass, you call yourself cool. If you are so smart, tell me how to get to that island with the tower in the dam level, on Goldeneye. If you don't know where it is, try looking with the sniper rifle on the jetty. If you can't answer this, I guess you owe me a game. And,

don't tell me to use the GameShark or Action Replay.

Kim. ACT

>>> **Mr. Ass**

Only a complete imbecile would ask such a pathetic question. I bet your head is so small, you use a teabag as a pillow. You can't get to the island. Rare were going to make the island a part of the mission, but due to a lack of time they decided to scrub the idea. Hugh tells me that he'd like to smack you across the face with a soggy banana.

Perfectly Stupid

Is it true that Perfect Dark will make use of the Game Boy Camera, so that you can put faces on the characters? Imagine the possibilities! I'm from New Zealand and love your section of the mag the most. You look like a New Zealander. Are you?

Peter Taylor

>>> **Mr. Ass**

Yes, Perfect Dark will make use of the Game Boy Camera. I'm certain you'll enjoy placing sheep faces on all of the characters. Am I a New Zealander? I should give you a shining black eye.

Toilet humour 2

I finished Goldeneye and have all the cheats, but one thing eludes me. In facility, how do you avoid falling into the toilet and follow the air ducts along to the other side? Thanks, your bad assness, and my regards to your monkey.

Adam Morphet. NSW

>>> **Mr. Ass**

The only explanation I can come up with for your mind-blowing stupidity, is that when you were born, you fell and hit your head on every branch on the way down. To answer your question, you can't cross the air-duct.

Guns 'R' Us

Dear royal Beefcakeiness, I am 8 years old and have finished Goldeneye. How do I get the 2 x RCP-90's cheat? What do I have to do? My mum says your name isn't very nice. I think your magazine is the bestest in the world and I love Hugh, your pet monkey. **Jamie O'Keefe. VIC.**

>>> **Mr. Ass**

My name isn't very nice? Deep down, I know your mother drools at the sight of my huge, rippling muscles. I wouldn't be surprised if she had a picture of me in her wallet. To get the two RCP-90's, finish the caverns level in under 9 minutes and 30 seconds. I bet you have the IQ of a cheese stick.

Basement

BADASS' COMPETITIONS



Aim and fire!

Jack of All Games have kindly supplied me with 5 copies of their excellent first person shooter, Rainbow 6. All you monkeys have to do to enter my competition is answer this simple question:

"How many rainbows are there in this game?"

Put your answer on the back of an envelope and send it in to:

Not many comp
N64 Gamer
78 Renwick st
Redfern, NSW, 2016

Rage Against the Machine

Acclaim have generously handed me 6 copies of their butt-kicking Turok: Rage Wars. If you want to get into some chunky multiplayer action all you have to do to enter my comp is answer this question:

"Why are dinosaurs extinct?"

Put your answer on the back of an envelope and send it in to:

It has something to do with ice comp



N64 Gamer
78 Renwick st
Redfern, NSW, 2016



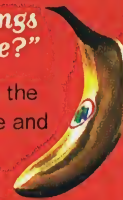
Go bananas

Because I love you banana monkeys so much, I've decided to give away 4 copies of Rare's amazing new game, Donkey Kong 64. All you have to do to enter my competition is answer this cunning question:

"How many Kongs are in the game?"

Put your answer on the back of an envelope and send it in to:

What's 2 + 3? comp
N64 Gamer
78 Renwick st
Redfern, NSW, 2016



Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.

WINNERS



Hugh's Frenzy

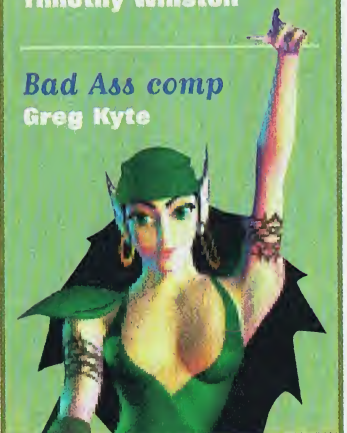
1st Kieran Callinan's
2nd Simon Stein
3rd Grant Wilkinson
4th Kevin Roff

Acclaim comp

James Peacock
Warren Chang
Timothy Winston

Bad Ass comp

Greg Kyte



ALL COMPETITIONS CLOSE ON THE 10TH JANUARY

#@*!



INSULT ME HARD

Every day I am inundated with piles of foolish letters mailed in to me from around the world by babbling imbeciles who appear to be affected by a severe case of brain-rot. It is now time to have a good look at the various breeds of gamer out there in the real world and study their impeded features. So, if you want a picture of your face in this section, send it to me via the post or e-mail and let me analyse your poor excuse for a human head.

Insult me hard

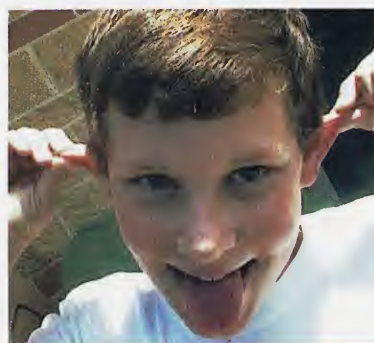
Bad Ass
N64 Gamer
78 Renwick st
Redfern, NSW,
2016



Hank's girlfriend took this picture as he attempted to break the Guinness world record of being the first human being to squeeze into a 375 ml drink bottle. Unfortunately, Hank forgot to empty the bottle and drowned.



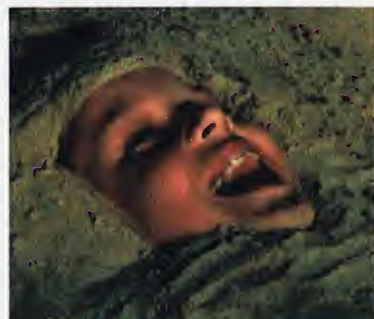
Sam is special person. From the age of five, his parents have made a healthy living carting him about Australia. People always feel better after a good laugh.



It's amazing how far technology has come. This brat recently underwent a brain transplant, where his brain was spooned into the head of a baboon and the baboon's brain into his. This guy now needs to hold his ears out and run around in circles to avoid too much of his precious baboon brain spilling out.



This pathetic excuse for a human is Adam. If his brain were mashed up and made into fish food, I'm sure the poor sods would choose to starve to death than consume a mouth full of stupidity.



Some people have no shame. Here I am, trying to run a section of the magazine relating to the obscene facial features of gamers, and some butt-monkey sends in a picture of a dead jellyfish he scraped off his boot. What type of inbred people are you out there?



Josh claims to have had acting parts in the smash hit television series sweeping the world, Breakers. Although Josh never actually had any speaking parts in the show, he was featured as a drooling mental patient, who battled courageously with incontinence. I only hope I never have to see his ugly mug in person.



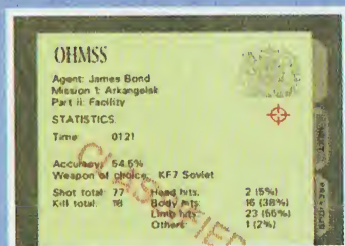
After placing his private parts into an electrical socket, every muscle in this boy's face seized, causing the poor sod to spend the rest of his life looking like a complete tit.



Join
**Hugh's
Score
Board**

Send all entries to:
**Time Comps
Bad Ass
N64 Gamer
78 Renwick st
Redfern, NSW, 2016**

My pet monkey, Hugh, has been bugging me for ages about having his very own page. Hugh reckons that since he went to university, he deserves a spot in the mag. Anyway, I gave the editor a black eye and managed to get a High Score section. Hugh wants proof of your lame game times, so either record the times on a videotape or photograph the screen. Don't bother trying to use cheats because I can sniff them out quicker than a fart in a car and I'll send Hugh around with his pliers to teach you some manners. We'll be changing the games and courses used for the challenges every few months, so write in with the games you want to see featured and if I'm in a really good mood I'll think about cutting you sniveling snots a break. Oh, and I'll let Hugh pick the best score each month and give them a free game.



Goldeneye 007

Let's see how tough you crybabies are in Goldeneye. I want to see some fast times you wimps!

Fastest 'Agent' Times

Facility	
1	00:01:05 Nick Pearce
2	00:01:07 B. Ristevskiqa
3	00:01:08 Roger L
4	00:01:09 Renato Repetto

5 00:01:10 Tim Knowles

Control

1	00:04:01	Jon Burrows
2	00:05:06	Geoffrey Maddocks
3	00:05:13	Harry Martin
4	00:05:19	Jarrod chwartz
5	00:05:25	Fred Deans

Aztec

1	00:04:28	James McDermott
2	00:04:56	Alex Dickinson
3	00:05:06	Aaron Timms
4	00:05:13	Renato Repetto
5	00:05:32	James Erlington

Silo

1	00:01:28	Geoffrey Maddocks
2	00:01:30	Jon Burrows
3	00:01:45	A. Rodrigues
4	00:01:48	Kyle Barrow
5	00:01:47	Tim Knowles



Mario Kart 64

Get off your fat, lazy butts and squeeze them into a go-kart - now, show me some rubber burnin' times. Tools.

Australian PAL Lap Times

Koopa Troopa Beach	
1	00:01:28' Mika Duntroon
2	00:01:31' Erica Walters
3	00:01:32' Yanis Coulos
4	00:01:35' Robert Emanuel

5 00:01:39' Steve Hall

Royal Raceway

2	02:06:88'	Luke Barret
3	02:06:97'	Peter Micos
4	02:07:22'	Fred Hollows
5	02:07:54'	Terry Reynolds
6	02:15:95'	Barry Humphries

Bowser's Castle

1	02:15:33'	Barge Matthews
2	02:16:12'	Dillan Gould
3	02:19:02'	Cameron Needheart
4	02:22:01'	Tony Snow
5	02:22:00'	Jimmy Green

Yoshi's Valley

1	01:55:45'	Josh Belmont
2	02:02:22'	Brandy Svening
3	02:05:12'	Dante Lee
4	02:07:11'	Jason Hicks
5	04:56:78'	Candy Ellis



Wave Race 64

Seeing that most of you constantly wet your smelly pants, you should be able to get half-decent scores on Wave Race 64.

Australian PAL Lap Times

Sunny Beach

1	1:18:922'	Geoffrey Maddocks
2	1:19:568'	Luke Dreamboy
3	1:21:547'	Jay Hicknob
4	1:28:223'	Con Zubel
5	1:29:364'	Ben O'Shea

Port Blue

1	1:48:223'	Gary Olsen
2	1:49:542'	Kenneth Boston
3	1:49:688'	Neil Newbury
4	1:50:987'	Kay London
5	1:55:651'	Jon Glossop

Drake Lake

1	1:30:168'	Adrian Fish
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2	1:32:500'	Dave Mulberry
3	1:32:612'	Rishi Muckneb
4	1:34:778'	Allah McBeal
5	1:35:558'	Muhmut Candip

Marine Fortress

1	1:47:566'	Ubel Kumkoff
2	1:47:787'	Rachael Wolfenheart
3	1:48:714'	Cory McGinnis
4	1:48:353'	Vic Belbottom
5	1:49:654'	Mal Goolidoor



Diddy Kong Racing

I want to see your monkey asses give me good scores. My monkey, Hugh, is unbeatable in this game.

Australian PAL Lap Times

Ancient Lake

Hugh's Pick ★

1	00:16:35	Simon Warren
2	00:17:05	Ben Haley
3	00:17:06	Tristan Lambert
4	00:46:78	Danny Dunn
5	00:46:97	Richard Van Dorf

Fossil Canyon

1	00:25:66	Tristan Lambert
2	00:32:37	Samuel Simpson
3	01:11:73	Adrian Stead
4	01:14:81	Craig Humphrey
5	01:16:32	Mike Exeter

Whale Bay

1	00:21:05	Tristan Lambert
2	00:24:05	Samuel Simpson
3	01:04:54	Hanzorf Mullins
4	01:04:64	Kenneth Doyle
5	01:04:87	Andrew Quarrie

Hot Top Volcano

1	00:26:05	Tristan Lambert
2	00:26:75	John Graham
3	00:27:36	Samuel Simpson
4	01:25:65	Denis Woodrow
5	01:25:75	Peter Pinehoop

Armorines: Project SWARM



Gimme Armor! Gimme Rines!
Watta ya got?

PUBLISHER: ACCLAIM

AVAILABLE: DEC

CATEGORY: 1ST PERSON SHOOTER PLAYERS: 1 - 4

If Rages Wars hadn't jumped out to steal the title of "Turok 2.5", Armorines would be it. Instead it's left as the, even more ambiguous, Turok 2 and three quarters. The game is a first person shooter that takes the game engine of T2, enhances it and slaps in some new, hi-tech weaponry and delivers giant insects, instead of dinosaurs, as the enemies. Turok 2 had promised a co-operative mode but it was dropped due to the ambitious graphics that Acclaim were trying for. Armorines will have a two player co-op mode, just like Rage Wars, except that all the huge levels will be accessible, not just tiny deathmatch levels. A four player deathmatch feature will also be included, which will have a difficult time matching Rage Wars' recent brilliance.

The basic story of Armorines is that bugs from a distant planet have landed on Earth with the ambitious aim of conquering it and eating all the inhabitants. It's up to you, and one friend, to strap on a brand-spanking-new anti-radiation suit, which was originally designed for fighting in a nuclear war. The suit is untested and doesn't come with any sort of money back guarantee so it's best to not damage it in any way. The suit has a truckload of in-built devices of destruction, such as grenades, chain guns and atomic bombs.

It's your mission to fight your way through the waves of pissy, little bugs to the bigger, badder mothers who are guarding... (I'm only guessing here but I've seen Antz and A Bug's Life) the queen of the hive. Top her and victory is yours along with a stack of fabulous prizes, worldwide fame (even more than Mickey Mouse) and a twelve month gold pass to the movies. If that does make it worth risking your life, for the world's population, nothing will.

Acclaim have been watching an ungodly amount of nature documentaries over the last few months in preparation of creating perfectly structured and animated bugs. If I was a geek and watched those sorts of shows, I would probably swear that the enemies are so lifelike that it's scary. Instead, we'll just have to take Acclaim's word for it that they have accurately interpreted the movements of our tiny, insect buddies.

The enemies have been created with a limited number of polygons, so that they can attack in massive numbers, without causing a disgustingly low frame rate that plagued earlier first person shooters. The RAM pak will be utilised in an effort to up the res and drop the frames. - TROY GORMAN



Mario Party 2

▶ It's time to give yourself more blisters, Nintendo style

PUBLISHER: NINTENDO AVAILABLE: MARCH
CATEGORY: 3D BOARD GAME PLAYERS: 1 - 4

Looking across the shelf in a videogames store, you'll notice that a large chunk of titles boast Mario proudly grinning on the box, sharing with the public his ever-charming two raised fingers. Mario plays golf, fights, saves princesses, feels up Princess Peach, races karts and owns a board game. Any game Mario appears in is sure to be jam packed with gameplay and sell by the shipload.

Mario Party was one of those games that we were initially sceptical about. A board game on the N64? Surely even Nintendo couldn't make a blooper this big. Nevertheless, with its whopping 50 cool mini-games, grand visuals and cast of Nintendo characters, Mario Party was an addictive multi-player title that managed to induce the approval of most. Due to its success, an improved sequel is on the way.

Mario Party 2 is again a board game set in the magical Mushroom Kingdom with more mini-games than you can poke an anal probe at (64 to be exact). And, to our complete surprise, Bowser is once again up to his old tricks. In order to kick Bowser square in the love spuds and banish him forever (well, until Mario Party 3 arrives anyway) players will have to play through a variety of themed board games and work their way along via many physical challenges. Fear not readers, for these mini-games will not be rip-offs of the original, but new innovative ones. For example, there's a 'quick draw' game that involves two players standing back to back. After taking the required amount of paces, you can turn and fire at your opponent. Needless to say that the slower player falls to the ground, convulsing in a puddle of their own blood. Shortly after, vultures will peel your skin off in strips and... Well, there's no death animation, but it would have been cool anyway. Another mini-game sees drivers racing around a track with balloons attached to the rear of their vehicles. Each kart also has large pointy spikes on the front. The aim is to pop your foe's balloons and be the last one with any balloons. We all know that the mini-games in Mario Party involved a lot of analogue stick twiddling, which caused Nintendo control pads around the world to suffer heavy damage. Luckily, the games in Mario Party 2 are less analogue mashing and sure to be controller-friendly.

Another cool touch is that depending on your location, the characters will be dressed accordingly. So you'll see Mario donning a cowboy hat, a deep-sea divers mask and a pair of suspenders and nipple rings. Awesome I say. Stay tuned for more news on this blister-inducing title.

- ARTHUR ADAM



South Park Rally

▶ **Cartman and Co are riding their hippy asses hard**

PUBLISHER: **ACCLAIM**
CATEGORY: **RACING**

AVAILABLE: **JANUARY**
PLAYERS: **1 - 4**

There is a little known fact that any item slapped with a South Park brand name will sell, a lot. Anything. Just look at South Park 64. The game was somewhat lacking in the gameplay department but still did, what we in the know call, the business. It took the Turok 2 engine and painted it all with a lovely South Park theme. In doing so the game somehow lost all appeal except for the hilarious sound bytes.

Acclaim have, now, decided to do a South Park version of Mario Kart. Instead of having some lame American or English games designers screw it up again, the job has been given to the Melbourne based programmers, Tantalus. Matt and Trey will return to put in the voices of all your favourite Coloradians.

This may be a bit hard to believe but the early version of SPR looks set to actually be better and Mario Kart. The physics are excellent, with the little karts bounding around the tracks, flying off jumps and sliding through the snow. The tracks will be familiar to regular viewers of the TV show, as will all the characters that have been included.

Tantalus have placed all the characters in vehicles that most suit their personalities. Kyle and Stan get hot rods but the Kenny the poyo only gets a weedy kart with a lawn mower engine, much like the one that he was killed by, in an early episode. Cartman comes in two flavours. There is the standard fat ass Cartman, in a jeep, and the police deputy Cartman on his tricycle. Chef has his beaten up, old station wagon and Jesus rides a cloud.

While losers with no friends can play this game by themselves, South Park Rally is one of the growing number of games (Rage Wars, Worms: Armageddon) that are designed for maximum accessibility in the multiplayer mode, and the single player section is really only for practicing. The best multiplayer games are, usually, instantly playable no matter what the general skill level of the gamer. SPR keeps it simple with accelerate, brake and firing the weapon pick-ups. We sat down with South Park Rally for a whole afternoon and although it lacks some of the responsiveness of Mario Kart, the enjoyment you get from listening to Cartman carry own while you kick ass makes up for it.

While the gameplay will be suitable for all ages, the language will not be (according to the lovely people who decide these things). The use of a kart full of four letters words, barely bleeped out, will probably guarantee an extra sale here or there, as well as instant playground cred. As the great philosopher, Eric Cartman, once stated, "You will respect my authori-tah!" -TROY GORMAN





Ridge Racer 64

▶ It's been a long wait but Nintendo finally gets Namco's racer

PUBLISHER: NINTENDO AVAILABLE: JANUARY
CATEGORY: RACING PLAYERS: 1 - 4

For all those Nintendo owners not satisfied with the likes of Mario Kart, World Driver Championship or F-Zero X, you can now prepare yourself for the PlayStation's hoity-toity Ridge Racer. Namco had previously struck a dirty deal with Sony, leaving the Ridge Racer series exclusively on the 32-bit pile of tosh. Nintendo had other plans. After a lengthy meeting at Nintendo HQ, involving cigars, Japanese beverages and topless dancing girls, the executives struck up a plan. Nintendo bent Sony over in their latest sneaky deal with Namco, allowing these big-selling racing titles to advance to 64-bit glory. Better still, Namco are allowing Nintendo of America to develop the game. This version is going to be so good that all tracks and vehicles from both Ridge Racer and the sequel, Ridge Racer Revolution, will feature on our cartridge (CD's hold more information? Pfft!). To rub the salt deeper into the wounds of PlayStation gamers, Ridge Racer 64 boasts tracks which were visible in the PlayStation version but which were inaccessible by gamers. Ha!

Like many games of the genre, you will have to prove your driving skills in the time trial and championship modes to gain access to the saucier vehicles hidden throughout the game. After unlocking vehicles, you can enter a new 'garage' mode and inspect your bucket-of-bolts in glorious 3D, spinning the camera about at all angles.

The physics engine in Ridge racer is totally unrealistic, although that's the way the game was intended to be. The driving style is fast and furious and based on huge power-slides that look amazing. With no licence to use real vehicles, Namco have come up with some wicked-looking machines of their own that will not fail to impress.

Namco realised the benefit of the Nintendo's four-control pads and have included a four-player mode and two-player co-operative mode for extra multi-player mayhem. For those who remain friendless, racing the computer vehicles will prove a challenging enough task. The latest PlayStation version, Ridge Racer 4, proved extremely simple to complete. Namco have made sure that this problem will not be an issue on the Nintendo and have stated that the N64 version will be the best yet.

Ridge Racer 64 doesn't use the 4 meg expansion pack, but from the demo cart we played this didn't matter as the game ran smoothly and displayed spectacular graphics. Another bonus are the brilliant cinematic replays in the style of Gran Turismo.

- ARTHUR ADAM

Jeremy McGrath's Supercross 2000

▶ Acclaim's Supercross joins the race against Nintendo's and THQ's motorcycle games

PUBLISHER: ACCLAIM AVAILABLE: DEC
CATEGORY: MOTORCYCLE RACING PLAYERS: 1 - 4

Apparently, Jeremy McGrath is a sporting hero/legend/champion. Jeremy McGrath pushed his motorcycle to the limits earlier this year and managed to win the prestigious 1999 Supercross Championships, evidently making his name even more appealing. Well, Acclaim have snapped up the rights to Mr. McGrath's super-status name and are developing a game in the dirt bike racing genre on all formats, including the mighty Game Boy. Jeremy, who's an avid Nintendo fan, will be assisting the developers in most aspects of the game. He'll be putting in his own two cents on the course designs, strategies, bike physics and the way his hair should look on his character. Jeremy will even commentate, telling you how good he is, or how crap you are. The demo we played looks very promising and is stacking up to be a serious contender against Nintendo's own ExciteBike 64 and THQ's Road Rash. - ARTHUR ADAM



Resident Evil 2

▶ Grab your shotgun and prepare to splatter some blood

PUBLISHER: OZISOFT AVAILABLE: FEBRUARY
CATEGORY: ADVENTURE PLAYERS: 1

Anybody who was thinking of dismissing this game as a simple port of a lame PlayStation game should apply a baseball bat vigorously to their groin because Resident Evil 2 is looking simply amazing. We all know that most PlayStation games suck hard but even we have to admit that the Resident Evil games were good fun. Luckily, for us Capcom have not only squeezed in absolutely every feature of the game (including all the video sequences) into a huge 64Mb cart (yep, twice the size of Zelda) but they've managed to include a wealth of new options. The game runs at a higher resolution so that all the characters and backgrounds looks crisper and you can really appreciate those zombies' heads being blown off. On top of this, there's no loading to bug you, surround sound let's you hear the zombies lurching up from behind and there's a 'Randomizer' option that becomes available after completing the game so that no matter how many times you play it, the zombies will be lurking in new spots to keep you on your toes. - SHARON APPLE





WORLD
CHAMPIONSHIP
WRESTLING.

THIS IS
AS REAL AS IT
GETS.



Hurl WCW wrestling's A-list out of the ring and into backstage areas, locker rooms and parking garages. Trash opponents with garbage cans, kitchen sinks and anything else that's not bolted down. It's a big arena out there. Give'em a guided tour. www.wcwmayhem.com



This month the N64 Gamer crew discuss their most significant gaming experiences...

Narayan

Narayan *"Touch the future"* **Pattison** – EDITOR

My most amazing gaming experience happened only a month ago, while I was visiting Nintendo's HQ for a sneak peak at their new console. Forget any of that control pad rubbish, this baby is the real deal. Via a glove and a set of dual monitor goggles, I was immersed in a demo of Rare's super shooter, that was so real, I'm not embarrassed to say I needed a new pair of underpants. Life is good!

Fave Games: WinBack, Worms & Goldeneye.

Troy *"Wonderboy"* **Gorman** – DEPUTY EDITOR

In 1990 I purchased Wonderboy in Monsterland for the Sega Master System. While I loved this game, playing and replaying it, I could never actually finish it. Right before the last boss there is a frigging impossible section I've dubbed "The chimney." This section always took my life. Last year I dug out my old console from the cupboard and swore that I wouldn't play my N64 until I defeated the Mecha-Dragon. Six hours later (and eight years after I began) I could finally say that I have conquered all four Wonderboy games.

Fave Games: Worms, WinBack & Goldeneye

Arthur *"The hands"* **Adam** – SENIOR WRITER

About a year ago I tested out a pair of virtual-reality goggles in a gaming store. It was fantastic. Once the goggles were on, I saw a busty girl in front of me. Naturally, I began to feel her textured interlacing. Suddenly I received a sharp, swift slap in the face. To my embarrassment, the goggles were not switched on and I was feeling the sales assistant.

Fave Games: Worms, Gauntlet Legends & WinBack

Michael *"Touchdown"* **Griesser** – WRITER

It would have to be NFL Blitz 2000 as it was the first kick ass game I got to review. After spending the past few months wading through so many sub-standard games, Blitz was a wet dream come true for me!

Fave Games: NFL Blitz (duh)

Nick *"Feng Shui"* **O'Shea** – WRITER

The best gaming moment of all is when you free your mind and become one with the falling bricks, and chant the mantra 'I'm in the zone.' The lines rack up as if the divine were guiding your controller and your enemies dread the thought of you dumping on them (especially after a bad curry).

Fave Games: The New Tetris (with nude code) & Gauntlet Legends

Sharon *"Heartbreaker"* **Apple** – WRITER

I think I finally realised I was a hardcore gamer 18 months ago, after I broke up with my boyfriend. No matter how much I forced him to practice, he could never beat me at any N64 game. I realised it wasn't worth the effort to try and improve his poor skills, so I ditched him and began looking for a more worthy partner. When I got the job with N64 Gamer I thought I'd be able to find some decent opposition but, alas, my search continues.

Fave Games: Wipeout & Worms

James *"Start young"* **Ellis** – WRITER

As a child I was only interested in the simple things in life. Doing well in my elementary studies, passing through puberty, pleasing my parents and hopping off to bed early so I could catch the morning cartoons. Then, on my ninth birthday along with my usual gifts of action figures, confectionary and cigarettes, I got an Atari 2600. I was amazed. I couldn't believe that I could control those small, phlegm-like sprites on the screen with gentle caresses of the control stick and a single orange button. I sat transfixed in front of the screen for days. And so it began.

Fave Games: Rainbow 6 & Starcraft

Troy

Michael

Nick

James

Arthur

Sharon

The Reviews





▶ Your ultimate source of unbiased reviews on all upcoming N64 games!

Hot Game: Worms Armageddon

The best multiplayer experience of the year

This game is the best game that I've played all year. I've lost count of the nights that have turned into mornings as we munched on pizzas and laughed our asses off blowing each other up. The multiplayer game rivals even Goldeneye. Whether it lasts the test of time and becomes an all-time classic, like Goldeneye, we'll have to wait and see but any game that stops us from plugging in anything else for a week has to be good. It has the appeal of a good board game, like Monopoly. It's turn based and has a certain amount of randomness to it but the fun of lobbing a Holy Hand Grenade, and wiping out your friend's entire army in one move, never ceases to entertain. *Troy*



30	Donkey Kong	
36	Turok: Rage Wars	
40	WinBack	
44	Lego Racers	
46	Worms Armageddon	
48	StarCraft	
52	Rainbow 6	
54	Paperboy 64	
56	Roadsters	
58	Xena: Warrior Princess	
60	Top Gear Rally 2	
62	Earthworm Jim 3D	
66	A Bug's Life	
68	Destruction Derby 64	
70	BattleTanx 2	
72	Knockout Kings 2000	

The review scores explained

100%

The perfect game. This game has to have that magical combination of graphics, sound and gameplay that makes the perfect game.

90% / 99%

An excellent game - well worth purchasing.

80% / 89%

A good game - with only minor faults.

70% / 79%

A average game - worth having a look at for fans.

60% / 69%

An poor game - only for the die-hards.

50% / 59%

This game sucks - run away - quickly!

40% / 49% and below

This game is an absolute dog. Never play this game ever. Don't even look at the box, as it may cause blindness.



LASTABILITY

This score gives you an indication of how long the game will last before you get bored of it.



GRAPHICS

A good score here means you can expect some amazing visuals.



SOUND

A game's music and sound effects can really enhance the experience.



GAMEPLAY

This is the crunch - if it isn't enjoyable to play, then what's the point?

DonkeyKong64

Arthur gets stuck into the platform game of the century



Donkey Kong's first appearance on the video gaming scene saw him play second fiddle to Mario. Donkey Kong was an evil gorilla who spent his time kidnapping women, running brothels, money laundering and drinking booze. After abducting Daisy (Mario's first fling), the flea-bitten ape climbed to the top of a construction site and tossed beer barrels at the poor Italian sod. It wasn't long before the pair went their own separate ways and Bowser became Mario's number one enemy. Donkey Kong, however, gave up his life of crime and won the hearts of children around the world as a

video gaming hero. But times were tough and life wasn't a bed of roses for this ape. The movie studio, Warner Bros., dragged our heroic gorilla to court over his name and appearance. Apparently, they thought he looked and sounded too close to their own big monkey, King Kong. In the end, Donkey Kong triumphed, bending Warner Bros. over and giving them a right rodgering with a banana. Many a game was made using Donkey Kong's name until one day, Nintendo bought more than half of an English software development house who called themselves Rare. Donkey Kong was handed over to



Rare as part of the deal, and lucky for us because soon after Donkey Kong Country was released and zoomed to the top of the charts as one awesome butt slapping game. Now, Rare are ready to unleash their lumbering lard-arse into a three-dimensional world as Donkey Kong 64 is quickly swinging our way on a vine to success.

Guns, Sunglasses and Nipple Bells

It was a rainy Wednesday afternoon. An unmarked envelope was left with the N64 Gamer's secretary. Inside was a ticket to fly to Nintendo of Australia's HQ in Melbourne and play test their biggest game of the century. Due to Narayan's pineapple and vaseline related injury and Troy's appointment with the proctologist, I was nominated to go. I put on a pair of stilettos, packed my handbag and headed to the airport. Arriving in Melbourne, I was greeted by two seven-foot men who blindfolded me and placed me neatly into the boot of a Mercedes Benz.



Once there, the blindfold was removed and I was escorted into the building at gunpoint. Inside, I saw what these people actually get up to. There were naked girls shaking their nipple bells about and serving alcoholic beverages, Japanese executives lighting cigars with \$100 bills and toilet-trained monkeys serving refreshments. I was then hustled into another room where I was handcuffed to a seat and handed an N64 control pad (which I then had to try



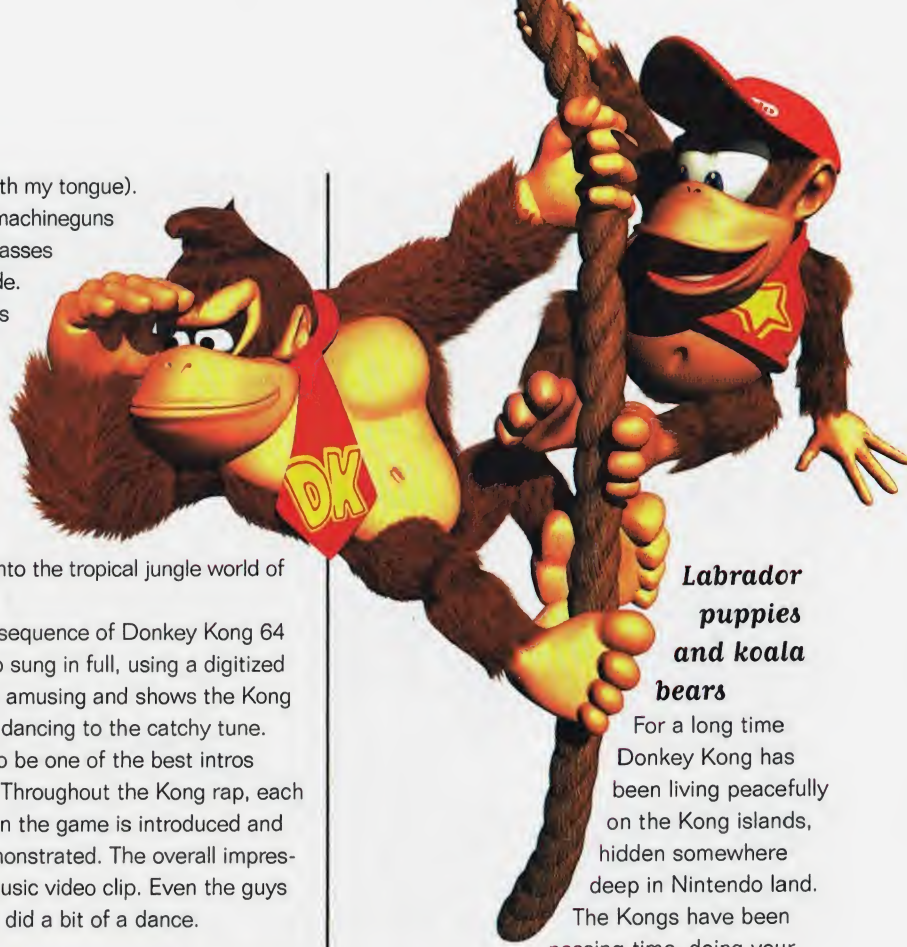
Donkey is a big fan of swinging



He still wears his tie from the Chippendales

and manipulate with my tongue). Two men holding machineguns and wearing sunglasses stood on either side. Suddenly, the walls parted by some tricky Japanese mechanics and I was faced with a giant movie-sized television set. It was at this point that I was drawn into the tropical jungle world of Donkey Kong.

The opening sequence of Donkey Kong 64 sees the Kong rap sung in full, using a digitized voice. The song is amusing and shows the Kong gang rapping and dancing to the catchy tune. This would have to be one of the best intros seen on the N64. Throughout the Kong rap, each of the apes used in the game is introduced and their ability is demonstrated. The overall impression is that of a music video clip. Even the guys with machineguns did a bit of a dance.



Labrador puppies and koala bears

For a long time Donkey Kong has been living peacefully on the Kong islands, hidden somewhere deep in Nintendo land. The Kongs have been passing time, doing your average everyday monkey things, like spanking and eating glut loads of bananas. Donkey Kong's old enemy, K-Rool, has docked near the islands in his pirate ship. K-Rool is no push over. He's a tough cookie and is the type of person that goes out of his way to punch Labrador puppies in the face and kick koala bears in the stomach. This is one mean crocodile. Along with his band of brainless minions, K-Rool has kidnapped all of the Kong family except Donkey. It's then up to you to take control of Donkey Kong and find the other Kongs, and once located, they can be used to defeat the corrupt beer-swilling crocodile pirate.

Each Kong is necessary to finish the game, as their different skills and abilities will give you access to certain sections. For example, you may see a door displaying peanut shaped symbols. The only way to open the doors is to use Diddy Kong's peanut double shooters. Also, boulders may be blocking your way and Chunky Kong is the only gorilla capable of moving them



He's only seven years old and already he has a huge gut



I wouldn't have touched it if I knew it was a nipple ring



Diddy fights for the censors and kills the beaver shot



Diddy: "Hey, Rocky. How're you today?" Rocky: "Stiff; I just saw Tiny"

aside. Getting to tunnels in cliff faces is only achievable using Tiny Kong, whose helicopter-like ponytails offer a hovering ability, ala Rayman. You'll find yourself changing Kongs constantly throughout the game. This is done by jumping inside a floating barrel (once inside you can choose from any of the characters rescued thus far). Keeping in line with the previous Donkey Kong Country series, you can also use some of the jungle characters, such as the rhinoceros, snake and ostrich. These animals must also be sought out to finish the game. At one stage I took control of the rhino and mowed down a ragtag of baddies before breaking through a wall that led to a secret area.

The premise of the game relies heavily on exploration and collection. Each Kong has their own colour-coordinated bananas and coins to find. These can be found on treetops, in lakes and other hidden places. So you'll have to search about with each Kong on every level to get every item. The coins play an important part in the game, as they're necessary to purchase weapons, gadgets, special abilities and German scheizer videos. In each level there are shops and it's here that you'll have to go if you want to power up your Kong.

Rare has added extra depth to the game by supplying the apes with weapons. Donkey Kong for example has a shotgun-like firearm that shoots coconuts. Ammunition is not unlimited so you'll have to stomp about looking for it. Just like in Goldeneye, you can flick to a first-person view with a crosshair on screen, making long distant shots all the easier. Other than the

Kongs' special weapons, each Kong may use exploding oranges to wipe out wicked foes in one fell swoop. Jetpacks can also be purchased so that the Kongs can attain new heights. Furthermore, after collecting a certain amount of money, each Kong can buy a musical instrument that essentially works as a butt-kicking weapon.

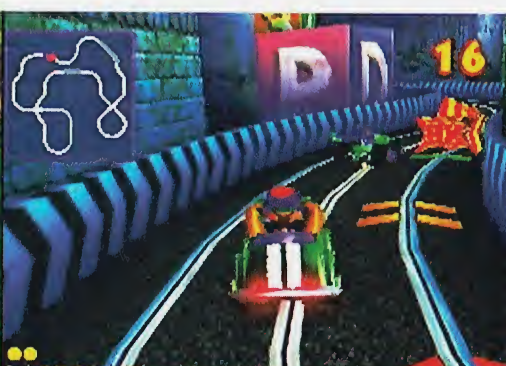
See no evil

The only word to describe Donkey Kong 64 is HUMUNGORIOUS. Although I just made that word up, it aptly describes how fudging huge the game is. On one certain level, I entered an area consisting of a lake and mountainside. I had to stop and just look around at how vast the expanse was. Swimming across the lake, I climbed a vine up to the base of the mountain and then proceeded to swing across vines and barrel-shoot myself upward. I climbed a tree and looked down. Something wasn't right. As my left eye twitched and drool slobbered from my bottom lip, I noticed that the presence of fog was NIL. How the &%%\$& was this possible? At this point, one of the gunmen





Diddy cruises the alleys in search of action



Tiny offers home delivery



I can't believe she stabbed me with the scissors

pistol-whipped the back of my head for drooling too much on the control pad.

For the first time the 4 Meg memory pack has been used to dispense with fog, boost frame rates and add awesome lighting effects, rather than just sharpen the visuals. Donkey Kong 64 will not run without the extra memory but thankfully it will be supplied free with the game. Rare have also used secret compression techniques to

jam pack this cartridge with goodness. The graphics are dynamite, both in backgrounds and characters. The colours used are typically Rare, with hues and shades that slap your eyeballs about and shout, "Hey, look at me!" The jungle is filled with a variety of greens; there are light blue rivers that darken as they deepen and animals display bright, vibrant palettes. One of the most impressive effects though is the lighting. In

caves, lanterns will swing casually, casting colours across walls and characters.

The developers have gone to a lot of trouble to give the gamer a sense of being in a jungle world. Wherever you look, there's always something to look at. Also, throughout these jungle islands there are plenty of vicious animals and K-Rool's cronies who want to see the large gorilla six feet under. The characters move fluidly and

THE HAIRY BUNCH

Their personal hygiene habits may be in Troy's league but that hasn't stopped these guys from giving Mario serious competition for the most popular videogame generated family.

DONKEY KONG



The leader and brains of the Kongs. Donkey Kong hardly spends time on the Kong islands anymore as he's constantly striking up deals with Nintendo executives in Tokyo and LA. His weapons? A shotgun-like coconut gun and a pair of bongo drums.

DIDDY KONG



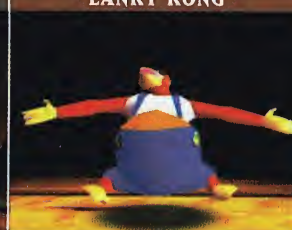
Everybody knows that homeboys are immense idiots. It's a shame that Diddy persist in dressing like one, but he's a valued member of the team. He has a pair of peanut shooters and is quite nimble indeed.

CHUNKY KONG



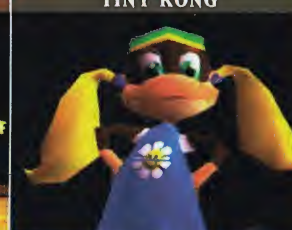
This fat spud spends his time pumping weights at the gym and consuming ridiculous amounts of steroids. He owns a pineapple gun and is strong enough to lift pesky boulders. In his spare time, he enjoys massaging his nuts in front of the mirror.

LANKY KONG



The only redhead of the group, Lanky has long arms allowing him to excel in the water. He may look like a complete retard but with his grape gun, this monkey's a champion.

TINY KONG



When not working the streets at night, Tiny Kong keeps peace in the jungle with her accurate feather bow. She can also hover about using her ponytails like helicopter blades.



are quite detailed. Other than special moves, the Kongs are capable of numerous standard actions. They can climb, swing on vines, jump, attack, run and swim. The control method is basic and easy to master and you'll convince yourself that you're a monkey in no time. Beware, the enemies also have a few tricks up their sleeves. Hornets will dive from the air and sting you, leather jacket-wearing crocodiles will snap and fire waves of electricity and beavers will run into you. Yes, that's right, finally a game flaunting heaps of uncensored beaver shots. There are other characters that the Kongs will have to interact with, like hippopotamuses, swines, weasels, parrots and more. On top of all this, there are huge bosses which make Donkey Kong look like a microscopic sea-monkey. There's an armoured cannon-firing armadillo, a dragon and much more, not to mention K-Rool himself.

Hear no evil

The sounds and music are worth a special mention as they play an important part to the feel of the game. The original theme music from Donkey Kong Country is present, which will make fans of the original titles feel at home. However, in different levels and sections, the music changes with the surroundings. The music is not repetitive and is quite catchy. Along with the music, the sound effects are brilliant. On the island you will hear bird calls, crickets, waterfalls, running rivers and waves crashing against the shore. Sometimes you'll wander into a storm and thunder will bellow from above and rain will fall, adding to the already thick atmosphere of the game.



Lanky enjoys rubbing his 'Lanky Vine'



The multiplayer action is much better than JFG's



DK's love missile is eager for action

All that needs to be said now is: buy this game now! If you don't, you should be beaten to death with a herring. If you want BIG levels, majestic graphics, cool sound effects and music, plus a fantastic wealth of gameplay, Donkey Kong 64 has it all and more. I can safely say that Mario's crown has been removed and our large-foreheaded hero now wears it proudly on his head. Donkey Kong will rule the world!



Lanky warms up for some serious spanking

SECOND OPINION

Considering Rare's track record we knew DK would be incredible but I can honestly say it has exceeded all expectations. The game looks stunning and presents you with a mammoth adventure in which you'll still be discovering new things in a year's time, but even more importantly, it's also highly entertaining to play. DK 64 is a defining masterpiece of gaming that is the perfect note to end this century on. - Narayan



ALTERNATIVE ACTION

BANJO-KAZOOIE

Rare's own Banjo-Kazooie is probably the next best thing for 3D Platforming enthusiasts. It contains the same polished mixture of vibrant graphics, clever puzzles and traditional platforming action. Don't forget Rayman 2 because after Banjo, it's the next best.



THUMBS UP

- Amazingly colourful textures and imaginative character and level designs
- Combining shotguns and pistols with the usual attacking moves adds a lot of fun
- There is so much variety and so many secrets that you'll be hooked for months

THUMBS DOWN

- I wasn't able to find a cameo appearance by Mario, but I'm still looking



PUBLISHER: NINTENDO

DEVELOPER: RARE

GENRE: 3D PLATFORM

RELEASE: DECEMBER

PRICE: \$79.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: IN CART

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



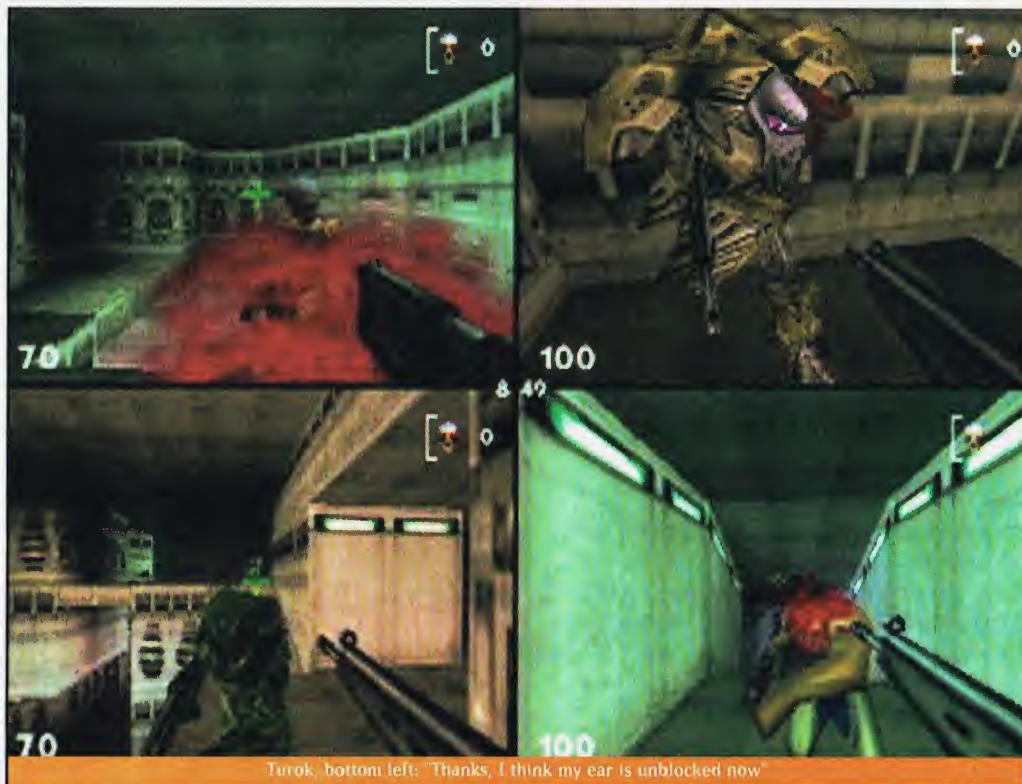
OVERALL

98%

Turok: Rage Wars

Being an angry man, Troy Gorman decided to take out his frustrations on the latest dino-blaster

First person shooters are about the best multiplayer experience that you can have on the N64. There are a lot of them too; Quake 2, Turok 2, Duke Nukem and, of course, Goldeneye. These all have single player missions and levels which are separate to the maps used for death matching. While the multiplayer section is the mode which adds the greatest amount to a game's lastability, it usually seems to be just tacked-on at the last minute (as if it's there so that you don't just throw the cart out once you've completed the game). With the latest instalment of the Turok series Acclaim have attacked the genre from the opposite direction. Turok: Rage Wars is designed to be a multiplayer game first and the single player sections are simply a training ground for deathmatching.



Turok, bottom left: "Thanks, I think my ear is unblocked now"

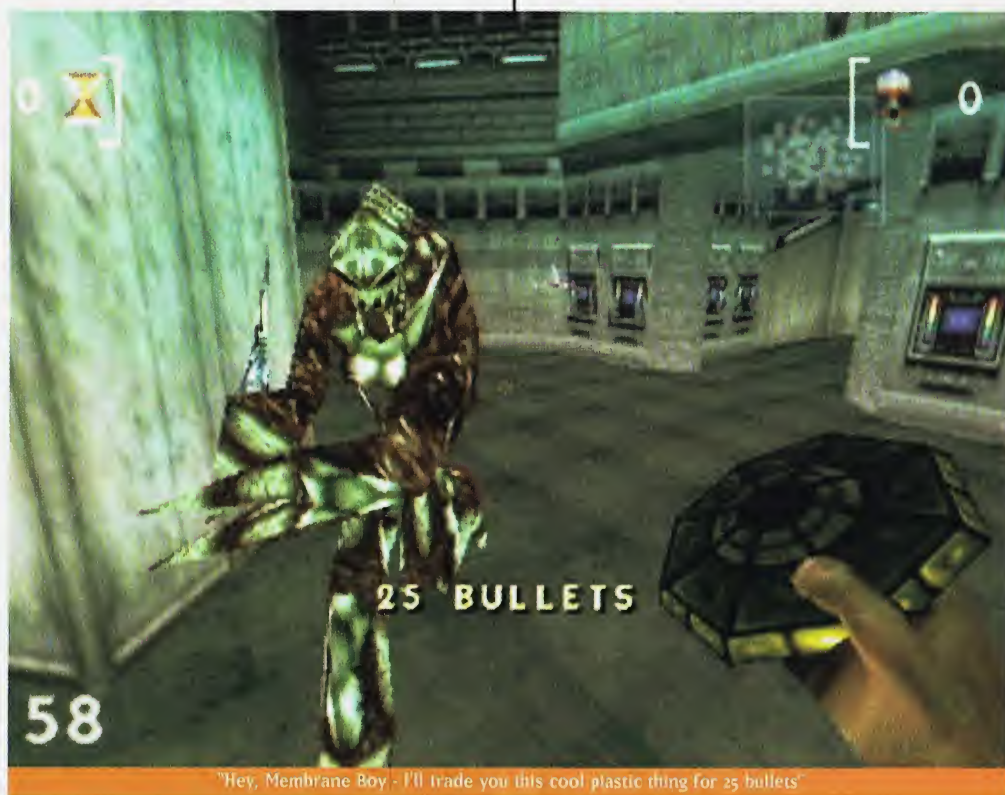
Turok 2.5

The premise for Rage Wars came about at the end of programming Turok 2. There were a lot of ideas left over from the deathmatch section

that just couldn't be included due to time and memory constraints. This game isn't Turok 3, as that is due out next year, it's more a stand-alone blast fest which is the most original shooter to appear on the N64 for a while. The most significant feature of Rage Wars is a toss up between two features that most deathmatch fans have been screaming out for; computer controlled opponents (bots) and a co-operative mode. The bots are necessary, obviously, so that the game has a single player mode but the cool part is that even with four players it's still possible to have two bots running around, wreaking twelve kinds of havoc. The bots are available in five difficulty levels, with all of Turok's friends and foes popping up for selection. Programming computer opponents to play the same way as humans is a big task, and they are never going to be as adaptable as a real player, but they are still tough enough to offer a challenge (especially if they are thrown in the mix with two or more human opponents).

Spank the Monkey

The standard games are all contained within the multiplayer section, even if they are played solo. These include Bloodlust, Team Bloodlust, Frag Tag and Capture the Flag. Frag Tag is the "shoot the monkey" game from T2 and Capture the Flag is played in two teams. You can either go



"Hey, Membrane Boy - I'll trade you this cool plastic thing for 25 bullets"



Being the raptor in multiplayer games is a good move - Not



The shotgun blows half your enemy's head off and it looks cool



The Big Head Mode is back but where's the Nude Code?

against your friends or have everyone versus the bots, although only six characters can play at once. The two Bloodlust games are deathmatches, either with teams or as an all-out slaughter. Instead of having one match and then restarting the game it's possible to play a Gauntlet series. This means playing every available map in that game type, one after the other. The statistics pop up after each match, to encourage bragging and trash talk, then it's straight on to the next match. This puts an end to the between match arguments over which level to play in.

The maps, themselves, are very small. The concept behind the game is, all action, all the time. Opponents are always just

around the corner ready to jump you. Small maps may make it seem that whoever is winning can stay on top of

the level but the ammo is always only a step away so the winning advantage is lost pretty quickly. I'm not a big fan of this idea, as when I kill someone I like the game to then be balanced in my favour, so whoever is unfortunate enough to be killed has an up hill battle to collect a decent weapon and seek revenge, before being taken out by the, already, stronger player. The

maps are significantly improved over those in T2,





which seemed to be just a bunch of slapped together corners and ladders which repeated ad nauseam, so it was difficult to tell where you were positioned.

There is a tendency for the maps to be too dark. I guess this was intended, as one of the weapons is a flare gun but when you're running through corridors it's very annoying to not be able to tell if turning left is a pitch black wall or a doorway. It's not only the very dark areas that are problematic. The textures that have been used may appear nicely detailed, at first, but when you're in the middle of a fight you don't care as much about how pretty the game looks, you just want graphics that are functional. Some of the walls are too detailed and very hard on the eye. I found myself staring much too hard at the screen just to navigate the levels, let alone combat enemies. Maybe it was battle fatigue but playing some levels seemed to be such an effort on the eyes that it was uncomfortable and I found myself searching for the lighter coloured levels so that the game was a battle with opponents, rather with the visuals. If that wasn't frustrating enough, a few of the characters are actually camouflaged in some areas.

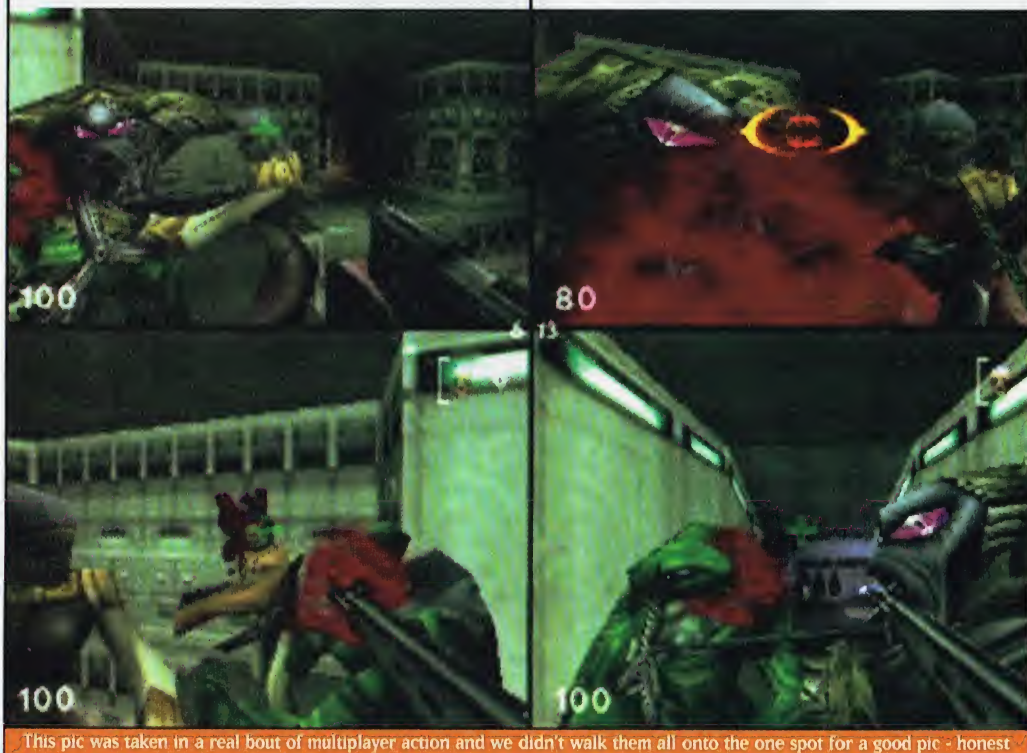
The previous Turok games involved a lot of sneaking about as you tried to avoid detection by the enemies. Having to sneak around without being ambushed was all part of the fun but the gameplay mechanics of Rage Wars are entirely different. When the average life cycle of a character is about ten seconds there isn't much time for creeping. If someone has selected a camouflaged character it will just frustrate you. I lost track of the number of times we reset the

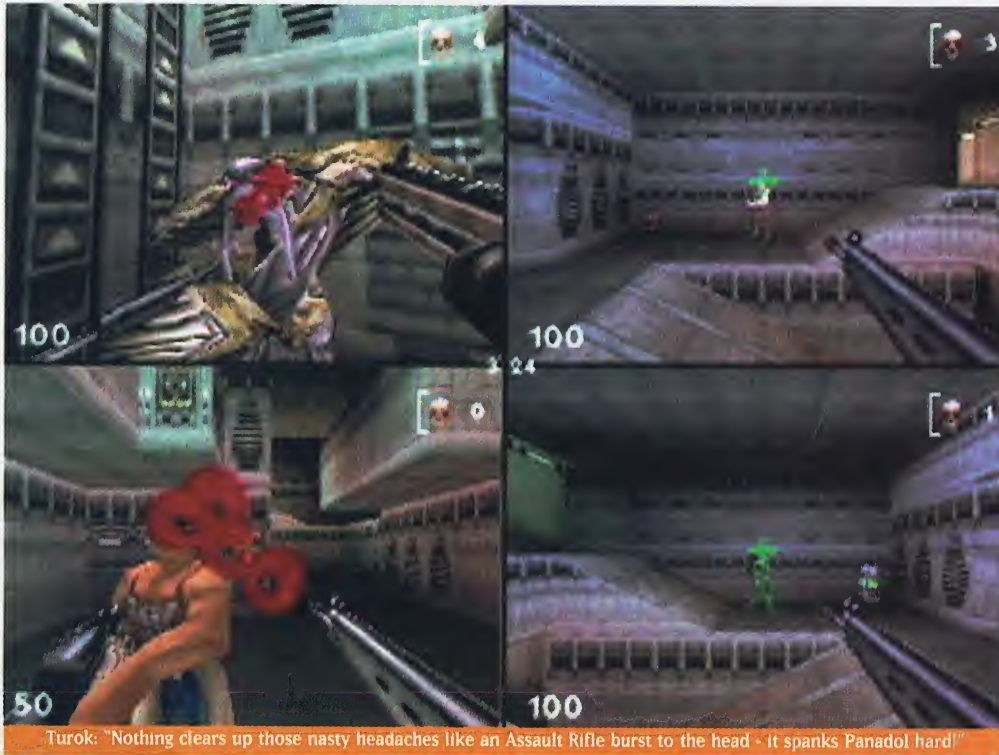
Nintendo and forced players to select different characters so that they were visible. It's not only due to the cheat factor, of having an advantage above everyone else, but it also come back to the annoyingly complex, dark maps. Even if the easier to see characters are selected you'll still want a break from staring at the screen but if you have to also find enemies who are the same colour as the walls it won't be long before you will be expressing yourself with a string of four letter words, smashing the cart over some-

one's head and playing Golden Nugget.

Trial of Turok

The single player and co-operative game modes follow the same format. They use the maps from the multiplayer game but there are specific mission objectives and bosses to kill. Depending on which character you select, the game will differ slightly. Adon starts with a Mag 60 as her weapon, while the Elite Guard has a shotgun. Playing the sce-





nario mode is the way to unlock all the extra characters for the multiplayer game. There are only four initially selectable characters but a further thirteen can be accessed. Some of these are pretty useless, such as the non-weapon-using dinosaur, but they still add to the overall experience and it's fun to try and unlock everything.

Am I boring you?

The Cerebral Bore makes it's triumphant return but it's no longer the sickest weapon. That honour has been stolen by the Chest Burster, which fires a parasite embryo into an enemy, that takes a few seconds to grow, then explodes out of their chest, killing all but the most healthy of foes. Sixteen weapons have been included, in all. Some are as familiar as old friends and the new ones will be quite happy to join your family of arsenal. The Tek Crossbow returns, as does the shotgun, but the Claw (a bear trap-like device) makes its first appearance.

Is it better than Goldeneye?

No, of course not. James Bond still holds the crown for the first person shooter genre but the competition for second place is heated. Quake 2 recently ousted Turok 2 and Rage Wars is at least twice as good as both of them. Turok 2's multi section was very disappointing to a lot of people who had been hanging for "the game to beat Goldeneye." I was a bit doubtful that Rage Wars had any chance of living up to the expectations set by Acclaim, particularly as it runs off the same game engine (although slightly enhanced). Thankfully, any fears that I had for sloppy controls were blown away immediately. T2 suffered a disgusting lag time which, combined with a sluggish frame rate, made for a disappointing experience. This has all been corrected and the only game with tighter controls is... Goldeneye. Apart from making this an excellent game it also bodes well for next year's Turok 3 and Armormines (AKA Turok 2.75) as they also use the same engine. Rage Wars is an excellent multi-shooter which (as everyone already owns Goldeneye) should be on everyone's priority-purchase list.

SECOND OPINION

Iguana have definitely refined things a lot since Turok 2. The multiplayer action is now smooth and responsive. It may lack the charm of Goldeneye but the graphics are sexier, the weapons are more extreme and there are plenty of great new features. Check out Rage Wars for some gruelling combat training. - *Narayan*

ALTERNATIVE ACTION

GOLDENEYE

James is still the king, Baby. The mission based games of Goldeneye are very different to the training scenarios of Rage Wars, which is better in some ways. Turok brings home the death-match experience for people without friends and, for people who do have friends, there is a co-operative mode.



THUMBS UP

- Co-operative mode. About time this was included in a first person shooter that doesn't suck (Sorry, Duke fans)
- Being able to add in computer Bots spices things up nicely
- There are some incredibly brutal weapons

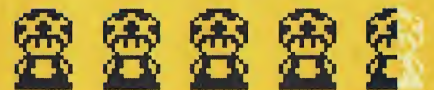
THUMBS DOWN

- The dark levels can be hard on the eyes



PUBLISHER: **ACCLAIM**
DEVELOPER: **IGUANA**
GENRE: **1ST PERSON SHOOTER**
RELEASE: **DECEMBER**
PRICE: **\$99.95**
RATING: **MA**
PLAYERS: **1 - 4**
RUMBLE PACK SUPPORT: **YES**
SAVE GAME SUPPORT: **MEM PAK**

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

86%

WinBack

We may have tricked him into believing that this game would win back his girlfriend for him but Arthur ended up having a blast anyway



The government has a new super-duper secret weapon, manufactured by the same people who invented the Super Soaker. No, it's not John Howard. It's a satellite that fires devastating laser beams capable of microwaving cities (from the inside out) in a matter of seconds. The location



Mastering the ability to strike a poncey pose at a moment's notice is essential for all commandos

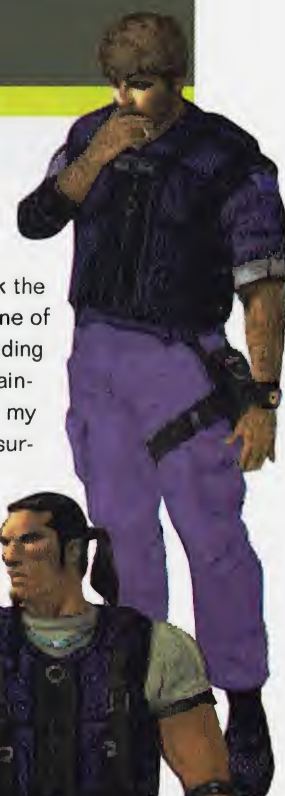
of the satellite control centre is top-secret. It's so secret in fact, that the government itself has misplaced it. Unfortunately, a band of terrorist-hippies, calling themselves The Crying Lions, have penetrated this impenetrable secret base and are threatening to use the satellite on major cities around the globe, including Nimbin. It's up to a government special force's team to take up the impossible task of re-penetrating the impenetrable control centre and teaching The Crying Lions a lesson in manners. Confused? Get used to it; it's how I feel every day. Anyhow, you step in as the top operative,

Jean-Luc Picard, er, Cougar.

Metal Gear Crisis?

WinBack is a game that took the N64 crew by surprise. Not one of those nasty surprises like finding out you have an odd, unexplainable rash, but rather an, "Oh my goodness, that's a pleasant surprise!" kind of surprise...

WinBack left Narayan in a puddle of his own urine and James beating himself



Hubert polishes his weapon





Bert: Do you think anyone will notice us up here? Ernie: Nah, we're safe. Did you bring the condoms this time?

about the head with a ham and cheese roll (unbuttered). Not only does the single player game offer a refreshingly new experience, but the multiplayer options have also pushed this title far above most. Playing similarly to the PlayStation's Metal Gear Solid, WinBack relies heavily on stealth and strategy. Jean-Luc Cougar is controlled from a third-person perspective and has a wide variety of moves.



Pink is essential camo for soldiers fighting in flower patches



What did you say about my lip hair?

A unique example is the ability to stand (or kneel) with your back against a wall, edge across to a corner, then swing out, firing at enemy terrorists. From here, you can swing back against the wall, reload and ready yourself for more hippies. This whole firing and hiding method feels very much like the one used in Time Crisis.

The control system is tricky and Goldeneye fans will find themselves struggling to get used to the new button combinations. However, once you're competent you'll be capable of many more actions than in any similar games. For example, at one point I needed to make my way to a certain building. By edging across a wall, kneeling down and swinging out while remaining in a squatting position, I took care of the first pair of gunmen. In order to make my way across an open area, I ran alongside a low brick wall. By holding the Z button, Jean-Luc can run while keeping low to the ground, thus remaining out of sight. At another point there was little choice but to run through the line of fire. I was able to keep low and perform a commando roll at the same time, making Jean-Luc a difficult target as bullets grazed my backside in a somewhat erotic manner. Once near the entrance, two flower-toting hippies guarded the door; one sniffing his fingers and the other looking for farm animal shapes in the clouds. Both were begging to be filled with lead. I dropped to one knee and capped the pair. As you can appreciate, to get from one point to another will require a multitude of actions that would make Arnold Schwarzenegger look like a pastry-selling Girl

REACH OUT AND TOUCH SOMEONE

One of the best things about WinBack is the way you can back up against walls, spin the camera to see what's around the corner, then pop out and slap a bullet in the poor spud's face.





GUNS FOR EVERYONE

There are a variety of multiplayer games in WinBack that up to four people can slap each other about in. The closest explanation of the experience can be described as a bout of paintball, especially when you join teams. You'll be running around, rolling and ducking for cover as your opponents attack from all angles. Unlike Goldeneye, charging at your foes firing willy-nilly will not work and you'll find your brains sliding down the nearest wall. Another mode involves collecting seven coloured cubes, which are scattered about the arena. It's not that simple though; every time you're hit by gunfire, a cube is deducted and placed elsewhere on the map. Narayan and I played one game for nearly an hour and a half before anybody won. The multiplayer may not be as good as Goldeneye, but it isn't far behind. More fun than Natalie Portman and a bottle of banana oil.



Scout (not that there's anything wrong with Girl Scouts, Troy looks quite tough in his green skirt and boots).

Elephant guns vs. hippies

It's strange that a game involving a government special-forces team doesn't allow for many weapons (C'mon, look at the Victorian Police Force, they pump lead into people for uncoordinated dress sense). Not that this is a problem, as the weapons available are chunky and very satisfying indeed. You begin with three head-mashing weapons. A silver automatic is Jean-Luc's primary



weapon, with an inexhaustible supply of ammunition. For extra 'oomph', you're kitted with a sub machine gun and shotgun. The shotgun looks big enough to drive and should cause some serious movement in the underpants of any gun freak. Each weapon plays a part in the operation. The shotgun can hit multiple targets at close range and usually never misses due to its spread shot, while the machine gun is useful for long distance targets and taking out snipers. The automatic firearm is multi-purposed and one of the more satisfying to use (only because it looks groovy).

Each weapon has a red laser sight for better targeting; making distant enemies easier to hit. If close enough, your weapon will lock onto an enemy and Jean-Luc will automatically follow their path with his gun. Although targeting is simple, the camera angles can get tricky. By using the left and right C buttons, you can manually rotate the camera angle about your surroundings for any concealed gunmen. At first, this may seem tiresome, but it is actually very handy when in a room bursting with trigger-happy militants.

Guns don't kill people. I do!

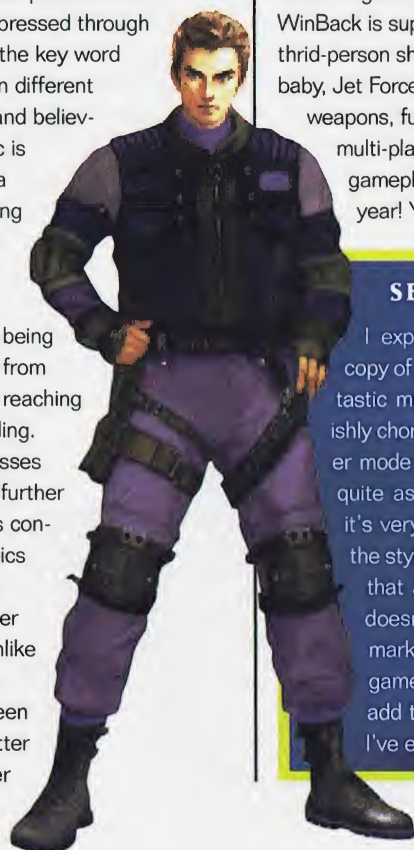
The graphics in WinBack are a mixed bag. There is nothing spectacular about the backgrounds or levels, and at times they could be described as somewhat drab in detail and colour. The main colours used are greys, greens and browns. Your eyeballs won't be slapped about like in games such as Jet Force Gemini or Mario 64, but then again, the game isn't meant to flood the senses with mind-blowing visuals. Fogging is noticeable



Sick of being persecuted for his love of Jaz Ballet, Hubert comes out of the closet with a rocket and prepares for war

but due to the simple backgrounds, is pushed back quite a distance, never hampering the game. This said, the characters are a completely different story, as they're highly detailed and move fluidly. I can't say that I have seen a game before with animation of this spectacular level. Each member of the S.C.A.T. team looks very similar to the police in the Resident Evil series, with protective body armour, gun belts and knee and elbow pads (except there aren't zombies dangling from their appendages). The finer points of the characters though, are expressed through the animation. Realism is the key word here and the flow between different manoeuvres is seamless and believable. Even when Jean-Luc is kneeling with his back to a wall, you'll have him strafing along without fault. Other small touches add to the overall animations, like empty weapon cartridges being thrown from guns, smoke from gun barrels and Jean-Luc reaching to his pockets and re-loading.

WinBack also possesses lengthy cut-scenes which further the plot. These cinematics contain real-time game graphics with close up and varying camera angles, which never detract from the game, unlike the jarring transition from video to game graphics seen in PlayStation games. Better still, playing the game over



and over again will leave you with a different storyline. Depending on how quickly you make your way through the game, you will experience different cut scenes that lead the story towards new and startling conclusions.

It Rocks!

WinBack is a revolutionary title for the Nintendo 64. There's no denying that it has taken aspects from various other games, particularly Metal Gear Solid. Regardless of this, I can safely say that WinBack is superior to Metal Gear Solid and other third-person shooters, including even Rare's latest baby, Jet Force Gemini. With meaty sounding weapons, funky Matrix style music, dynamite multi-player options and turbo charged gameplay, WinBack is the game of the year! Your life will never be the same.

SECOND OPINION

I expected WinBack to be a simple copy of Goldeneye but the game is a fantastic mixture of stealth action and stylishly choreographed moves. The multiplayer mode is the icing on the cake. It's not quite as responsive as Goldeneye's but it's very nearly as much fun because of the stylish moves. I just want to mention that all the recent scores in the 90's doesn't mean we've become easy markers, there are just a lot of brilliant games this Christmas. I'd also like to add that WinBack has been the game I've enjoyed most this year. - Narayan

ALTERNATIVE ACTION

RAINBOW 6

Rainbow Six is the closest title to WinBack in relation to stealthy gameplay. It's fun and better still, there's a co-operative mode! In the end, Rainbow Six isn't as fast paced as WinBack but for anybody wanting some more spy action, check it out.



THUMBS UP

- Fantastic moves make you feel just like the action hero you've always wanted to be
- The multiplayer mode is original and great fun

THUMBS DOWN

- Sometimes you'll be frustrated because you can't get the camera pointing in the right direction fast enough



PUBLISHER: NINTENDO

DEVELOPER: KOEI

GENRE: 3RD PERSON SHOOTER

RELEASE: DECEMBER

PRICE: \$99.95

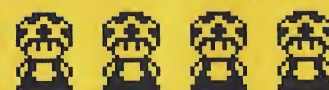
RATING: MA

PLAYERS: 1 - 4

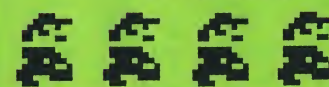
RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY

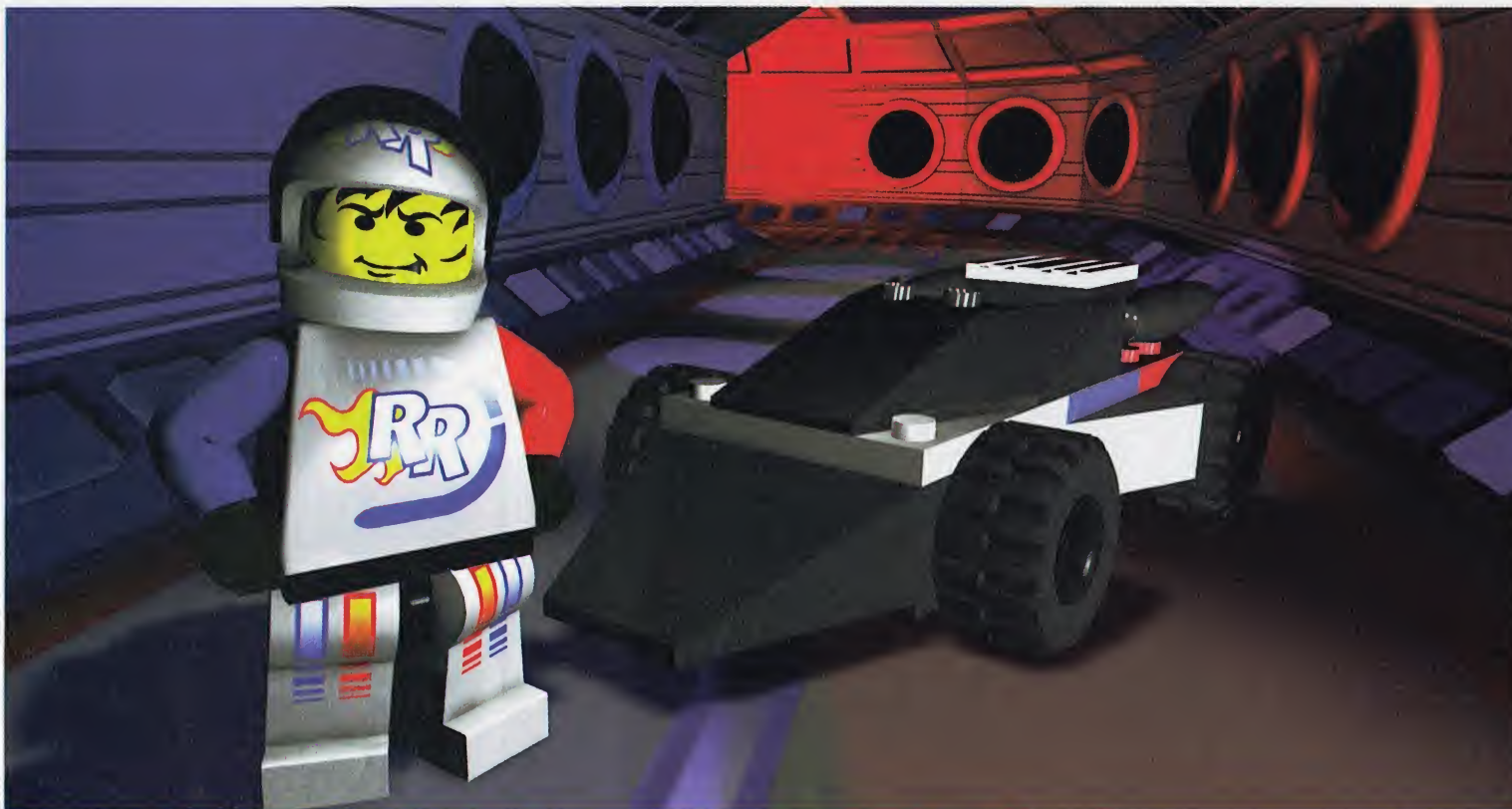


OVERALL

96%

Lego Racers

Tony Montana takes a drive with the latest toy based racer



One of the guys from Ridge Racer has decided to drive for the Lego team



The Black Racer challenges Skanky Butt to a race



Too bad Skanky, looks like you'll be on the bottom again

Lego Racers is the latest Mario Kart rip-off game to hit the Nintendo, but thankfully it's not one of those pitiful attempts at cute kart racing that has flooded the PlayStation in the last few months. Sure, it's not in the same league as Mario's champion racer, but it's got quite a lot going for it, not the least of which is that it's a hell of a lot of fun.

I live to hoon

The basic premise of Lego Racers is very simple - either by building your own Lego vehicle or choosing a pre-created kart, you then hoon around various wacky worlds, trying to beat the seven other Lego characters racing against you. If you're boring, you can try and do it by purely out-racing them, but as we all know, a Mario

Kart clone isn't even worth an overnight rental if there aren't plenty of weapons to destroy your friends with. And this is where Lego Racers falls down a bit.

No, it's not that the weapons are a big let-down. In fact, they're more than adequate. You can also "power up" each weapon by collecting special white Lego blocks as you race around each circuit - each white block you collect will improve the power of the next weapon you use. For instance, if you pick up a red Lego block in a normal situation, it'll give you the power to shoot a cannonball at whoever is in front of you. But if you combine



this red block with two white blocks, the cannonball



CREATE YOUR OWN LEGO VEHICLE

One of the coolest aspects of a game based on Lego is the aspect of total customisation that is available to you. I mean, isn't that what drew us all to the Lego phenomenon back when we were lil' kiddies? The fact is that the only thing limiting you with Lego is your imagination (and how many blocks you have, obviously). In Lego Racers it's a little more complex than that. For instance, you can't make your kart a giant knob - there are no pink blocks. You also can't make a house with wheels either. There are limits.

However, you can make some very funky vehicles, although it will take a long time to get one that you'll actually want to show off to your mates (if you're the sort of guy who would show off a Lego car to his mates, that is). You have to individually piece your kart together brick by brick, if you have the patience to sit through selecting each brick you'll get a lot out of it. I didn't have the patience and instead just placed three white blocks on top of my white chassis. Cool, eh?

becomes a grappling hook that will propel you past whoever you hit, and send that sucker back to where you came from in the pack.

Where's the orgy?

The big let down however, is that Lego Racers is only a two player game! The whole fun of games like this is that you can take on a group of friends and have fun pummelling each other. Of course, you can play the game in single player mode until your thumbs are bleeding and the game will be "fun", but if you really want to have a good time, which usually includes other human beings, you'll have to limit it to one-on-one action. And if I'm going to be doing anything one-on-one with another human being, it's not going to be playing Lego Racers, if you know what I mean.

It looks a bit blocky

This game won't knock your socks off, but it's still quite pleasing on the retinas, although the cars, being made up of Lego bricks, are a little blocky (hah). What is a little disappointing though is that the tracks are a little simplistic. After playing the game, I honestly can't think of any section of track that I'll have to go back and master. And it's not because I'm a racing game expert. I'm actually quite goofy and lacking in co-ordination.

I'm not even going to mention the sound because it pretty much sucks. The music will make you cut your ears off and the sound effects are basic beeps and bangs.



I think the theme of this world should be Fairy Land

Close...

All in all, Lego Racers can be described in one word - solid. It certainly had the potential to be right up there with Mario Kart, but as it stands it'll be about one or two notches below Nintendo's masterpiece in the combat racing stakes.

SECOND OPINION

I was pleasantly surprised by Lego Racers. Considering how many Mario Kart clones there are out there, it's great to find one that actually has a couple of new ideas. The characters and car creation, added to the ability to combine different weapon blocks for new effects, make Lego Racers an enjoyable diversion. By no means an essential purchase but it's good for a weekend's gaming. - Narayan

ALTERNATIVE ACTION

MARIO KART (DUH)

Considering that High Voltage Software wouldn't have even made this game if it wasn't for Mario Kart, it's pretty much a no-brainer that you'll find Mario's little karting game as an alternative. Mario Kart does have less features, but it has more enjoyable gameplay, mainly due to excellent track design, the very cool weapons and the fantastic four player mode.



THUMBS UP

You get to make your own little Lego men and Lego cars
- Weapons don't totally suck

- Mindless fun

THUMBS DOWN



- Tracks get boring quickly
- No four player support

PUBLISHER: NINTENDO
DEVELOPER: HIGH VOLTAGE SOFTWARE
GENRE: RACING
RELEASE: JANUARY
PRICE: \$99.95
RATING: G
PLAYERS: 1 - 2
RUMBLE PACK SUPPORT: YES
SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

84%

Worms: Armageddon

Due to his poor personal hygiene Elton Cane is suffering from a severe case of worms

If you tried to explain the concept behind Worms to anyone who's never played the game it would sound pretty lame: "It's really cool," you tell your friends. "You've got teams of worms and you take turns to kill each other with all these weapons." Yeah, right. But if you could get those same friends to sit down in front of the Nintendo with a control pad each and a cart of Worms: Armageddon, you could well be in for a long night.

Although there's been stacks of versions of Worms on PC over the last ten years, up until now Team17 have never ported any to Nintendo. Pretty soon N64 owners will be able to get into the most addictive multiplayer gaming experience since Goldeneye. Is it better than Goldeneye? Well, it's pretty close. The day the cart was plugged in the entire N64 crew got drawn into a huge war of the worms that lasted until 4am.

The same thing happened the next night.

Worms: Armageddon isn't much as a single player game, but if you throw in a few competi-



Get this up ya!

tive friends the game kicks some serious butt. No one here has had as much fun with a game for a long, long time. Especially when we all ganged up on Narayan and made him cry. Pussy.

The basic concept is that you have a team of worms (between 1 and 4 per team) dropped

into a 2D environment with up to 3 other teams. The environments come in a wide range of colourful themes and they always have some water involved that you can blast your opponents into. The landmasses are just as destructible as the little worms, and this, along with the huge range of weapons and gadgets, is where the strategy comes in.

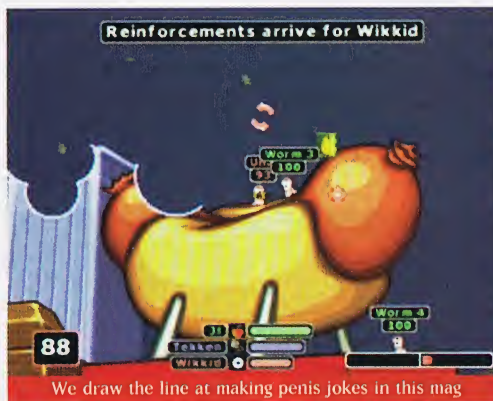
The combat in Worms is turn based and on the first go you might



Wormette: Why did we have to move? I miss our old home. Worm: Yeah, the dog's ass was nice, but the fleas were so rude



Write in for the secret worm 'nude' code



We draw the line at making penis jokes in this mag



On a serious note, Nina is about to get f'd

be a bit intimidated by the number of options you have and the time clock ticking away in the corner telling you to hurry up. Within the default 90-second time limit a worm can walk and jump, use transportation gadgets and a huge array of weapons ranging from the close-range baseball bat to a homing missile and even an air strike command.

The most important thing with Worms, if you don't want to get your arse kicked all the time like Arthur, is to learn the capabilities of each item and practice how to aim and give the right trajectory for projectile weapons. Even experienced wormfighters can have a bad day though, and you'll often be pissing yourself laughing as the guy lining you up for a shotgun blast to oblivion misjudges the shot and blows himself into the water instead.

Get some religion into you

Some of the weapons you can use are absolutely hilarious. Anyone who's seen Monty Python's Holy Grail might remember the Holy Hand Grenade. When you toss one of these at an enemy worm you'd better get outta there pretty quick. Your worm will even shout "Run away!" just before the grenade lets loose with a "Hallelujah" and detonates itself like a ten ton nuke.

At the beginning of a match you won't have access to everything in your arsenal; powerful items like the air strike aren't accessible until part way through a game and the same goes for whatever your team's special weapon



Law misjudges his jump and cops a spike up his date

is. If you manage to pull off some impressive displays of mass worm destruction (like my 5x kill with one stick of dynamite) the game will judge you worthy of a replay so you can really gloat about your superior skills to the hapless loser who's just lost all his worms.

The sound effects at work in Worms are pretty satisfying all round. Explosions sound as meaty as they should and the little critters are very chatty right throughout the game. They sledge the enemy, call you a traitor if you hit your own worms and tell you to hurry up if you're too slow on the uptake.

Take the bait

The cart has room to hold six customized teams, each with their own names and accents, as well as many other things like team flags and special weapons. So you can watch your friends put a great deal of thought into constructing and naming their worms, lovingly developing a team they can identify with and then you can destroy them, violently ...muwahahahahaha

Worms Armageddon has more fun cartoon violence than all the Warner Brothers cartoons combined, and I guarantee that once you've had a taste of a good 4-player worm death-match you'll be just like a bunch of dead, fat juicy trout - hooked on worms.

SECOND OPINION

Worms completely blew me away. I was so unexcited by the previews I had seen of the game that when the cartridge came into the office it sat on my desk for a week before I bothered to plug it in. My expectations couldn't have been further from the mark. The game has provided me and the other N64 boys with more fun than any game this side of Goldeneye. It's an absolutely amazing multiplayer experience that has had us staying back in the office every night since we played it. An essential purchase for anyone with friends. - Narayan

ALTERNATIVE ACTION

GOLDENEYE

It might seem a bit weird comparing squiggly little worms to the suave sophistication of Her Majesty's best secret agent, but they do share a love of devastating firepower and the four-player fun in Worms: Armageddon is just as good as that in Goldeneye. If you want an alternative game that's cartoonish and easy to pick up and play, try something like Puzzle Bobble.



THUMBS UP

- Cool weapons like Mad Cows and the Holy Hand Grenade
- It's party time! 4 players can go all night (with the right supplies)
- Warning: Worms will make you laugh your arse off

THUMBS DOWN

- The single player game is only good as practice for killing your friends later



PUBLISHER: OZISOFT

DEVELOPER: TEAM 17

GENRE: STRATEGY

RELEASE: DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

94%

StarCraft64

James Ellis boards the Enterprise to fly to a galaxy far, far away...



Photographs taken by Troy, proving that aliens do conduct anal probings



As a last resort, a soldier lights a fart and kills his enemies

Young fantasies. No, I'm not talking about 'those' fantasies. I'm talking about the fantasies that most of us young ones have about being able to control all our action figures simultaneously. Devising skillful missions in which we'd cripple the neighbour's cat, or disintegrate those annoying birds that sing in the morning. Indeed Real Time Strategy is a genre that has only recently come to the N64 in the form of the classic Command and Conquer. Now comes the more recent, and vastly superior, PC mega-hit, StarCraft. And boy do I feel like wreaking some intergalactic havoc.



Troy's birthplace

I've waited for this moment

Most of the games that I have had to play whilst at N64 Gamer have not been overly enjoyable. Now I'm not whining. Sure, I believe that there should be benefits to being a senior member of staff. The fact that I got to review StarCraft, a game that I actually enjoyed playing, reinforces my belief that Narayan was taking my threats of a major smackdown seriously. StarCraft lets you choose between three races of aliens, the Terrans, the Protoss and the Zerg. Then you're given missions depending on which race you have chosen (they each have separate objectives). These objectives range from things like infiltrating an enemy base to steal secret plans, to finding military VIPs who will establish allies, who will straight-out annihilate the uglies. Combine this with the fact that there are three races with two sets of missions each (one set from the original StarCraft and the other from the later version, Brood War) and you have a tonne of gameplay in this cart. And while some missions can be completed quite quickly, others may take you literally hours while you build up your forces to the level where you can guarantee victory. This may sound long and tedious, but there are save options that remove the commitment of playing the longer missions from start to finish.

Like Nick, I was a bit skeptical about how a RTS game would function on the N64. After all, the ability to move your map with the arrow keys, and maneuver your units with a mouse could surely not be replicated with a simple N64 control pad. However, I found that the programmers have done really well in packing most of the features of a keyboard into our three-pronged pad.

The vehicles range amazingly between race to race, with most vehicles not having an obvious counterpart when compared to another race. This brings a lot more strategy to the

game, as each unit can be used so differently from the others. In fact, the three races will make you feel like they are from different RTS games, with some sort of Dark Reign versus Command and Conquer battle ensuing.

With all these cool features of the gameplay, StarCraft becomes a very addictive experience. You'll find yourself staying up for hours at night whilst you build that extra fleet of Corsairs or Arbitors to wreak airborne havoc on your foe the next day. The bottom line is that a single player game of StarCraft can be very enjoyable, however, it can also be a little draining, so breaks between long missions are recommended.

It's Two Player?!!

That's right. Starcraft offers a two player mode. This adds an unprecedented amount of gameplay to the cart, as you can challenge or join with another human opponent for a game which starts to bare strategic similarities to chess. Choose your map, the scenario and your race and off you go. The screen splits in half, sure, and yes your opponent can see what you're doing but this concession of being able to hide your tactics is still worth the two-player option. This is especially unimportant if there is an invisible computer opponent on the map as well. The obvious problem with this mode is a shocking drop in frame-rate (especially when the action heats up) which is a bit painful. I wasn't too deterred by it though.

No longer the most powerful chip in the home

Whilst the Nintendo has been able to successfully execute a lot of the gameplay elements for this game, the PC version is still, as expected, much better. For a start, whilst the screen can be moved fairly quickly, it pales next to the speed of a decent Pentium (even when the Expansion Pak is equipped). Also, the ability to play against more than one other human opponent is sorely missed, although understandable. The N64 sprites are of course less detailed and a handful of units are definitely harder to make out. Still, I think that the graphics are 'good enough' considering what the programmers had to work with. The game does, however, have excellent presentation screens.



This sneaky alien has armed itself with a double anal probe



Turn up the volume

I really like the music in this cart. It has orchestral tracks that suit the cool science fiction plot perfectly. The quality of the recording is also quite good; although still not up to the standards of Turok 2. The effects in the game are also great, like the sound of your constructor droids mining minerals or when a warp is initiated.

Not everyone is cut out for intergalactic battle

This game is not for everyone, but RTS fans who don't own a PC may consider StarCraft 64 an essential purchase. Other gamers who have never been interested in the slower paced genre will find nothing of interest here. If you're unsure, or even mildly entertained by RTS games then this is one game you should get your teeth stuck into immediately.

SECOND OPINION

StarCraft is dynamite! I was amazed at the sharp visuals (using the RAM Pak) and the engrossing gameplay on offer. It was interesting to see that James appreciated this game, as his spare time is usually evenly split between watching the wrestling on TV and sculpting large breasted men out of blocks of cheese (his psychiatrist says it's a good way for him to express himself). Anyway, this title offers hours of strategic fun and multiplayer mayhem. - Arthur

ALTERNATIVE ACTION

COMMAND & CONQUER

The only other game that you would consider buying is Command and Conquer, and whilst C&C is not bad it doesn't offer the depth or options that StarCraft boasts. It also lacks a 2 player mode. RTS buffs will no doubt need both, but if you only want one then StarCraft is the one to get.

THUMBS UP

- Fantastic gameplay converted well to a console
- A playable two player mode, with heaps of options
- The ability to play as three races through stacks of varied missions gives the game a great lifespan

THUMBS DOWN

- It won't convert those who aren't RTS fans
- The game is far too tough for most junior burgers

PUBLISHER: NINTENDO

DEVELOPER: BLIZZARD

GENRE: RTS

RELEASE: JANUARY

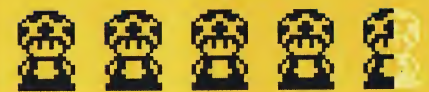
PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES
SAVE GAME SUPPORT: IN CART

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

90%





N64^{Gamer}
Donkey Kong 64

Tom Clancy's Rainbow Six

James Ellis sings about rainbows all the time, now he decides to share his covert skills with the rest of us plebs!



We've been looking for your contact lens for hours - we better enter the building now before the terrorists get suspicious



A McDonalds customer arms himself with a gerkin...



... and hits the cleaner square in the eye

I have really been hanging for Rainbow Six. I wrote the preview. I gathered info. I am now writing the review. Why? Because I have played Goldeneye to death, and quite frankly, I am pretty much over it (you're sacked blasphemer - Ed.). Now before you all start writing letters that are doomed never to be read, realise that Goldeneye came out back when I was doing my HSC. Almost two and a half years ago. I need a new game that is as good and, as frikkin Perfect Dark has been delayed, you should understand my interest in Rainbow 6.

Mission Briefing

The game puts you in the role of covert team, Rainbow Six. A multinational organisation composed of the best soldiers that each country has to offer. You take the role of group leader, and are briefed on each mission before you choose your teammates. You also get to choose your kit, consisting of camouflage overalls, several types of armour and primary and secondary weapons. You then manage your group of four soldiers as you assign them individually, or with another group member. The default is two teams, blue and red, of obviously two members each (2+2=4 for those who are a lit-



You score extra points for shooting guys in the love spuds

tle slow and need this magazine read to them). Lastly, you get a chance to plan out your attack path on a satellite map. Then you're off.

The storyline in R6 follows the team as they track the movements of a naughty bunch of terrorists, "The Phoenix Group". These guys are intent on destroying the world as we know it by unleashing a state of the art killer type of Ebola virus. How do they plan to do this? AT OUR FREAKIN' OLYMPIC GAMES CLOSING CEREMONY. I don't think so! Lets do what us gamers do best and lay the smackdown in a major way.

I suppose the way to describe the game to all you Goldeneye buffs, is if you imagine R6 as a custom game of Goldeneye, with the enemies' reaction time increased, accuracy very high, and sky-high damage for both sides. Rainbow Six tries to take realism to the extreme. One or two shots should render your prey dead, but it only takes a single shot to take you down as well. Fortunately, if you are gunned down you switch to your nearest teammate. This all sounds good in theory but doesn't work quite as well. The enemies simply aren't up to scratch, often not responding quickly enough to heavy gunfire or explosions. It seems that each level's enemies have varying degrees of aggression. On one forest level, after taking down one guard I was surrounded by opposing gunfire. Then I hid behind a shallow forest wall, and instead of chasing me, they hung around till I popped them with ease. In other levels, you'll hurl grenades at enemies and if they manage to survive, they'll continue to stand there and not even engage you. However, when I did get taken down, I felt that I was being unfairly done by. Often feeling that I had been shot before my enemy and I even visually saw each other. The good news for players is that the computer grants you an auto aim, that can pick off enemies from great distances. This doesn't always seem to work though, and unfortunately stuffs up occasionally when your man is on the run. I imagine this is



The two player simultaneous co-op mode really is great



This guy experiences deep throat, with a bullet

supposed to replicate the difficulty of hitting a target whilst moving (this is always the toughest aspect of my personal terrorist activities).

All the characters in Rainbow Six have the ability to access their night vision at any time, so I was excited at the prospect of reeking havoc by cutting off the lights to a building and sneaking about. Unfortunately, no switches of any kind are included within the game to create that level of realism. The only interactive things in the game are mandatory for completing the mission, like defusing bombs and security terminals. There are no surveillance cameras that you must dodge or destroy, like "that other" game.

Rainbow Six offers players a truly exciting co-op mode. This mode I'm pleased to say operates with a smooth frame rate and sustains no graphical concessions due to the split screen. It really is unique to be able to work together with a friend by your side, giving each other orders in real time. Comments like "hey let me take him down" or "I'll go left, you go right, we'll flank em'" are commonplace. That said, there are no deathmatch or versus modes, and no four-player features, the programmers claiming that they ran out of time. However in the co-op mode you can shoot your teammate, so if you're creative you can make a deathmatch up for yourself.

Tango, Tango Graphics and sound engaged

The Graphics in R6 are slightly bland, and reminded me of Hybrid Heaven. However, the



A scene inspired by the Tuskan Raider snipers in Star Wars

frame rate is so smooth that the poor textures aren't noticed too much. The music is top notch and is up there with the best on the console. Atmospheric tunes add immensely to the missions, and the music often switches to a more suspense-inducing tempo.

The big problem with Rainbow Six, and one that will make even spy freaks cautious of a purchase, is the size of the game. I'm sure that most people will knock this game over in a day or two if they play it for just a few hourly sessions. This is a big disappointment, and although you can experiment with different difficulty options and the co-op mode, the game still is nowhere near as long as it should be. It is simply far too short. Often you'll fly through some missions, finishing them before you realise it. Also the game is based on a lot of trial and error gameplay. This annoying, as you continually restart missions figuring out what can and can't be done.

A premature climax

The game is a good, solid adventure that may satisfy those spy fans out there craving some more realistic action, but beware, this game will only serve as a light morning break in the wait for a longer tighter spy game to hit the N64. The co-op mode is undoubtedly the stand-out feature of this cart, and although the game is short, I believe that this game is an essential hire for general fans of spy games and anybody who has ever wanted to play a true co-op game on a console. If you've got some spare cash then the co-op mode makes Rainbow Six a very understandable purchase, although try before you buy. It seems Goldeneye is still number one.

SECOND OPINION

I've got to admit: James knows his stuff. Rainbow 6 is an enjoyable and engrossing game which will be a fantastic purchase for less experienced players. Hardened gamers, however, should only part with their cash if their budget can stretch to a healthy handful of Christmas releases.

- Narayan

ALTERNATIVE ACTION

WINBACK



The best alternative is the newly released WinBack, which offers some Time Crisis elements, original shooting action and highly enjoyable multiplayer mayhem; and don't forget that other game that has been out for some time featuring a British MI6 agent. Funny, I can't quite remember the name.

THUMBS UP



- Smooth co-op mode that works well
- Lots of options for your team
- Great music and atmosphere

THUMBS DOWN



- No deathmatch or four player modes and a short single player game
- Not enough interactivity with the environment

PUBLISHER: JACK OF ALL GAMES

DEVELOPER: ROCKSTAR

GENRE: 1ST PERSON SHOOTER

RELEASE: DECEMBER

PRICE: \$99.95

RATING: MA

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

Paperboy 64

After three minutes with this game Arthur Adam was crying for his mummy



1 minute and 22 seconds is about the time that you'll leave your N64 to give the shop assistant who sold you this a black eye

Sexing a gerbil

- 1 - The first thing to do is to put your gerbil on your left hand or a stable surface.
- 2 - Then, gently take your gerbil by the base of the tail with the first finger and thumb of your right hand.
- 3 - Lift the rear of your gerbil off the ground with your right hand, making sure that its front feet can still support its weight on your left hand.
- 4 - Finally, examine the ventral openings and look for a bulge at the base of the tail.

On with the story...

So, You're wondering what gerbil sexing has to do with Paperboy 64. To tell you the truth: absolutely nothing. I'm so confident that you're not going to find anything about this game interesting, that I can afford to waste your time with



We can't get enough of uncensored beaver shots

irrelevant issues like this.

Anyone brave enough to play this game must take control of a paperboy or papergirl made up of a mish-mash of poorly constructed polygons (I've mentioned this before, but when are programmers going to accommodate for hermaphrodites?). The whole look of the game is art-ish, with characters who look like they were designed by some hippy French artist.

Initially, the recreation of suburban life in the game looks inviting. There are vicious dogs, grizzly bears, roller-skating girls (unfortunately not Heather Graham), cars and little brats on tricycles. All these things are obstacles that you'll have to dodge on your pushbike by either swerving or jumping. Also, on other levels, you'll be dodging fire breathing gargoyles and electricity zapping witches. This all sounds dandy in theory, but a problem arises because you are basically on rails. You peddle forward, but can only veer a short distance to the left and right, making the whole experience a tad tedious. On top of this absurdity, pressing the jump button is fruitless as it has a lag time and is difficult to judge. If you miss the house you're supposed to throw your paper at, too bad. You'll have to go around the whole route again before you get another chance, hoping not to run out of time. From this set path with no directional input, you throw your papers left or right, hitting targets quite easily. Not brain-taxing stuff is it?



He'll smash the world for grafting butt cheeks onto his head

And that concludes our Paperboy 64 low down. Oh, and another thing; I managed to finish the entire game on the normal level in less than 17 minutes. The final boss can be dispensed with in under a minute. One hundred bucks well spent...

PUBLISHER: **PLAYCORP**

DEVELOPER: **MIDWAY**

GENRE: **ACTION**

RELEASE: **JANUARY**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1**

RUMBLE PACK SUPPORT: **NO**

SAVE GAME SUPPORT: **MEM PAK**

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

31%



ARMORINES

PROJECT S.W.A.R.M.



LANDING DECEMBER 1999 WWW.ARMORINES.NET

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Acclaim

Roadsters

Racing involves fast cars, hot women and loads of cash. Since Arthur Adam has never tasted any of these things, we let him loose on Roadsters.



Just think, in another year we'll be playing games on the Dolphin that will look this good for real - mmmmm...



I find it hard to believe that this vintage car could compete

More cars than you can aim a speed camera at

It's been a while since the N64 has seen anything resembling a decent driving game. Sure, we've had the spiffy Beetle Adventure Racing and the road-thumping F1 WGP, but for gamers who crave quality examples of the racing genre, these aren't enough to fill the painful void. Well, Roadsters is racing around the corner and is shaping up to be something quite special. Reminiscent of the PlayStation's Porsche Challenge, Roadsters is an arcade racer that allows you to sit behind the wheel of exotic convertible vehicles. Unlike Porsche Challenge, you aren't restricted to one brand of car, but rather, a healthy list of manufacturers from around the globe. There are a total of 30 vehicles. Whopping, eh? Unfortunately, Roadsters doesn't have the licenses for all the real brand name vehicles, but, fear not, because all the cars available are instantly recognizable and detailed accurately, right down to the taillights. You may see a flashy car with a name like 'Buttknocker', even though you know it's really a BMW Roadster.

Looks nice... but

The cars are impressive and have been modeled with flawless detail. In some cases you'll even see your driver steering the wheel. Along with the attention to detail, each vehicle has a shining reflective paint job, adding to the overall eye-candy. Likewise, the backgrounds are visually appealing and very sharp when compared to other racers. You'll be surrounded by detailed trees, towering mountains and sexy buildings. We can also praise the Lord that fogging is kept at a minimum, giving the driver a clear view of the track. Amazingly, with all this detail, there

I have a bone to pick with the Highway Patrol police. The other day, I was stopped and arrested on my way to work. I was treated like a hardened criminal, just because I was speeding. Sure, I can understand the fact that they were a little irate because I was driving at insane speeds along a footpath, but the main problem they told me was that the Porsche I was driving was stolen. The nerve! I was going to give it back. I swear. I guess the fact that there was a dead body in the boot didn't help

either. Anyway, for anyone who enjoys fast cars, snazzy women and a feeling of wind through their hair (that doesn't involve sticking a hair dryer down your pants), Titus has delivered a game in which the police will leave you alone, regardless of how fast you're going. I know you're tempted to douse this page with petrol and shriek "The makers of Superman 64? Noooooooo!" But please trust me and read the review first.



Why does it look like all the cars have no drivers?



Nothing's worse than having a race car in a red!



Driving in the left seat would freak me out



Too bad if anyone on the roller coaster spews up on you

are 10 tracks to race on. Jeez, this game rocks.

One of my favourite aspects of Beetle Adventure Racing was the fact that each track had groovy animations at certain points. Although not as good as Beetle Racing's Tyrannosaurus Rex and UFOs, Roadsters has its own animated scenery. At times, you'll see sailboats gliding along the water, military planes and even a roller coaster that loops about the road that you're driving on. Cool touches like this get me excited, and when I get excited... (I'm sorry but I can't print that - Ed.). Unfortunately, all these nice visuals and graphics have a downside.

A horse! A horse! My kingdom for a horse!

Roadsters suffers from a very mediocre frame rate which, unfortunately, prevents it from being an A-class game. With all videogames, there has to be a compromise between graphics and fluidity (Roadsters has opted for graphics). This is not entirely a bad thing, as the game is still very playable. But for those people who are interplanetary enough and require a game to be as smooth as a dolphin's backside, you may be disappointed and would be better off buying a copy of F-Zero. If, however, you own a vehicle similar to Troy's (a bucket-of-bolts with the power output of a Duracel battery) then the choppy frame rates shouldn't bother you at all.

This being an arcade-style of game, the racing engine is straightforward and easy to master. You won't find yourself sliding uncontrollably off the road for taking a corner too fast, which happens to Narayan every morning (that's quite an achievement considering he rides a mule to work). When on the track, a rabble of roadsters will jostle, bump and push ahead of you, so you're going to have to cut them off, find the correct racing line and brake at the right moment. Sometimes, if you fall too far behind, you may find it difficult to catch up, which can leave you all by yourself, yearning for some company. There's only one option here and it's the 'reset' button.

Blonde grease monkeys

Like most racers, you have the option to drive in single races, time trials and a competition mode. The competition mode is where the fun begins. You begin by choosing a driver. Most of the guys look like complete tits, so I usually choose the blonde girl who has a whopping pair of, erm, shoulders. From there, you buy a car. Depending on how you place in each race, you'll be awarded with cash, allowing customization of your vehicle. On the other hand, you can sell your car and upgrade to a funkier one. Although simply an arcade racer, Roadsters has plenty of options for all those grease monkeys who like to tinker. You can improve your engine, suspension, tyres, gear ratios, change paint jobs and more.

Overall, Roadsters is a great racing title. It has cool graphics, plenty of cars to choose from and the ability to tweak your vehicle. On top of all this, Roadsters has a replay mode that looks as good, if not better than the one seen in Gran Turismo (true). However, the slightly challenged frame rates, which may cause epileptic fits in some gamers, does dampen the experience a little. Another aspect that could have been brushed up on are the sounds. The engines sound okay, but they could have been a tad grunter and the screeching tyres are a little somewhat flat. Thankfully, these are only minor problems that do not prevent Roadsters from being a great racer.

SECOND OPINION

The N64 has definitely been a bit lacking in the serious racing department. Sure, games like Mario Kart, F-Zero X and Beetle Adventure Racing are fantastic games but it would be great to have some serious simulations of the sport. With the recently released World Driver Championship, and now Roadsters, racing freaks will have more fun than Troy in a buttslapping contest. - Narayan

ALTERNATIVE ACTION

BEETLE ADVENTURE RACING

Yes, this is the best racer on the N64 (after F-Zero X). This title may see you racing in Volkswagens, but it has more gameplay and fun-value than any other racer. The only downside is that there is only one brand of



car to scoot about in, whereas Roadsters has just about every one that matters. It's up to you.

THUMBS UP



- Fantastically detailed cars and backgrounds
- Great variety of vehicles
- Ability to tweak your car

THUMBS DOWN



- The Frame rate could have been a lot better
- I can't afford any of these cars. Damn!

PUBLISHER: GT INTERACTIVE

DEVELOPER: TITUS

GENRE: RACING

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

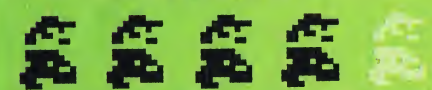
SAVE GAME SUPPORT: MEM PAK

STEERING WHEEL SUPPORT: YES

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

87%

Xena: Warrior Princess:

Being the only one to admit to watching the show, Troy Gorman was given the job of checking out all of Xena's moves.

In a time of ancient gods, warlords and kings... Xena: Warrior Princess is one of the most popular shows on TV, being viewed in eight hundred and fifty seven million countries and translated into the forty-six bazillion languages. The secret of success is hard to define. It could be the tight direction and brilliant scripts, it could be the well-coordinated fight scenes and perfectly cast supporting characters or it could be that the lead character is a buxom, leather clad lesbian with a cute girlfriend. Whatever the reason, it's the fight scenes that have inspired this four player bash fest.

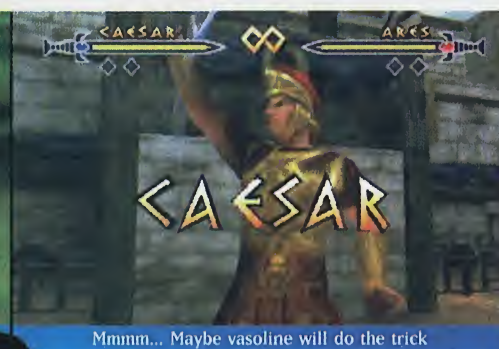
Save the world (again)

Dahak, the one god, has had a falling out with his sidekick, the invented just-for-this-game, Despair. They are fighting over the Talisman of

Talisman of Fate



Xena: Testicle Hunter



Mmmm... Maybe vasoline will do the trick

Fate, hence the game's title. The three Fates (she-gods who spin the fabric of destiny) have given Xena, her friends and foes the chance to fight for the future of Earth. It's a one-on-one

self, then destroy Despair.

There are such a large supporting cast from Xena that choosing only ten to appear in the game is bound to start argu-

knockout comp with the last person standing winning rulership of everything. To complete the game and save the world, or destroy it, depending upon your character's inclination, you must battle everyone, including your-

ments between Xenites, myself included. The characters that do appear are Xena, Gabrielle, Caesar, Ares, Joxer, Ephiny, Velasca, Callisto, Lao Ma and Autolycus. Where is Borias? Where is Alti? Why have Velasca and Lao Ma been included? Oh well, you can't please everyone. The strangest part is that Gabs and Xena do not fight each other in the quest. Even if you select Gabrielle, her name will change to Hope (that's her evil look-a-like daughter) when it's time to fight Xena. The character models are excellent representations of the real-life actors, unfortunately they could have done with twice the number of animation frames as they tend to jerk around a bit.

As you may know, in the show, the mere mortals, such as Gabrielle and Ephiny, wouldn't have a chance in a straight fight against the gods, Ares, Callisto and Velasca, so there has been some evening out of capabilities. This way you still have a chance of survival if you select Joxer. They all have moves, which remain true to their personalities. Callisto shoots fireballs from her hands while Xena whips out her round killing thing (ie, her chakram). The weapons all



One of Velasca's silicon boobs explodes



Write in for the Xena 'nude' code

have a cool, transparent trail effect, which looks best when using Gabs or Ephiny as they use staves, which leave more intricate trails.

Ye Olde Worlde

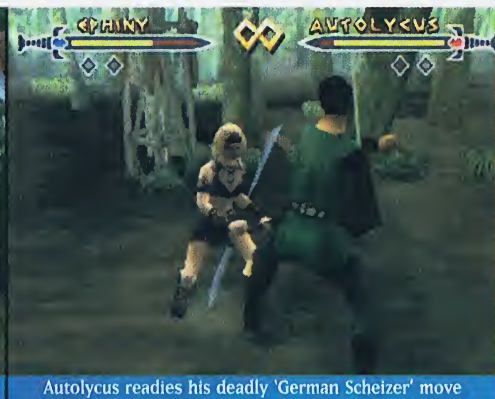
Each fighter has their own non-interactive environment, which again suits them. Joxer is in a barn, Ares has his temple, Ephiny is in the forest and Callisto is in a burning village, presumably Cirra, where Xena killed her parents. The music is different for each level with the spookier, temple levels having excellent chanty themes and Lao Ma has traditional Chinese music. The best music has to go to the barn level, which plays Joxer's theme song. You can even sing along if you know the words (and are a complete loser). The best sound effect was, easily, Callisto's scream. Every time she wins she lets rip with her primal, insane screech. This annoyed everyone else in the games room as Callisto was the character that I used the most and they got sick of their ears being



The N64 crew bust some moves at the Blue Oyster night club



There goes her second breast...



Autolycus readies his deadly 'German Scheizer' move



Velasca just laughs at Laoma's poncey Dance of Death move

pierced by noise.

Apart from the quest mode there is also a versus mode. This allows the player to select who they want the computer opponent to be. It also allows up to four human or computer controlled characters to battle simultaneously. It's possible to form teams or have an all-out brawl. This is easily the best part of the game. You can finally see who would win if Callisto and Velasca double teamed on Xena and Gabrielle.

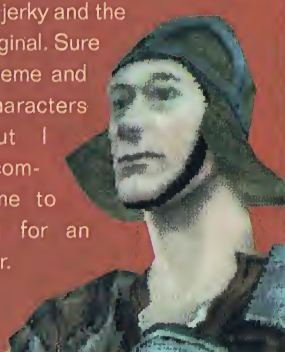
It is your Fate

For Xena fans, Talisman of Fate is easily worth getting, as it has all (or most) of your faves from the Xenaverse. There are not many decent fighting games on the N64 and this title sits well amongst them (especially with the hilarious four player game). It may not be Smash Bros but it's not a bad brawler.

SECOND OPINION

I think Troy's been a bit blinded by his love of all things Xena. The frame rate is choppy, the animation is jerky and the moves are unoriginal. Sure it has a cool theme and the Xena characters work well but I wouldn't recommend this game to people looking for an enjoyable fighter.

- Narayan



ALTERNATIVE ACTION

MORTAL KOMBAT 4

Mortal Kombat 4 is probably the best example of what N64 has to offer in the way of 3D fighters, but it is only two player. For a bit of four way pummelling check out Nintendo's Smash Bros for the ultimate fix.



THUMBS UP

- Characters are loyal to their TV counterparts
- Simple four player fun

THUMBS DOWN

- Boring, non-interactive environments
- Caesar has a really stupid hat



PUBLISHER: GT INTERACTIVE

DEVELOPER: TITUS

GENRE: 3D FIGHTER

RELEASE: DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

78%

TopGearRally2



The huge variety of sponsorship stickers does show off the detail of the cars

Nick O'Shea's driving usually leaves a few skid marks around, and not always on the road.

There's nothing quite like truly pushing a car to its limits. Taking the perfect line around a corner, applying a little hand-brake, going sideways over the gutter, taking out the letterbox and digging up half the front lawn. The sight of my '78 Datsun in the settling dust coupled with the smell of burning oil always did bring a tear to my eye. But then again, that's probably part of the reason that I lost my job delivering pizzas.

It's rally good

The thrill of rally driving is a genre that has been largely untapped, with the exception of course of the Top Gear series. The previous developer, Boss Game, has handed on the mantle to Saffire, but it seems that the petrol-fueled passion burns on.

For all those looking for a touch of that 'GO! GO! GO! What's a brake?' style arcade racing, you may as well forget it, because you won't find it here. This is driving pure and sim-

ple, without any ludicrous power-ups to detract from the adrenalin-pumping racing. You basically start at the amateur level of rally driving, little more than a bunch of paddock bashing Volkswagens, and have to work your way up the ranks by the sheer virtue of your driving skills. Placing in races will win you prize money to soup up your car and championship points to progress through the racing classes.

Winning places in races will also secure



There are too many exclamation marks in this caption!!!!!!



I don't know why they call them witches hats, I think pointy missiles of love is a much better name



you sponsors. For some reason, this doesn't actually secure you any additional money, but it does cover your car with more advertising stickers than a well-travelled suitcase.

You can take up contracts between different racing teams, each of which supplies you with a new and more powerful set of wheels. Each car plays significantly differently, with the basic statistics of acceleration, handling and top speed being distinct - but then there's the different upgrade parts. You can get under the bonnet and fiddle with everything from radiators to suspension in the never-ending struggle for improved performance. The custom parts in addition to the decals allow you to personalise your car to your taste. In addition to that, certain setups will perform better in specific situations. On a wet track, you'll need grooved tyres, or for a dirt road, softer suspension.

You have to be particularly careful when rounding the corners though - driving hazards can cause significant damage to your car. While the chassis seems to be made of an indestructible titanium alloy, tyres, brakes and suspension get damaged from driving over rough ground, and you can wreck your muffler system by driving through deep water. If you happen to get a flat, you can flick to the pause screen and get a phantom pit crew to replace your rubber (tyres that is - sick puppies).

Unfortunately, the four player versus mode is not quite as detailed as the single player races. You simply pick your (fairly boring) car, put some decals on it and pick a track. You can select from



any of the usual game tracks, or even select a randomly generated course, but these are usually inferior to those that have been under the careful eye of the designer. The N64 struggles with the four player mode, and the framerate drops considerably. Jerk-o-vision, anyone?

Is that pop-up?

While there are some nice points, the visuals are probably one of the downfalls of TGR2. The cars themselves are wonderfully detailed, with numerous decals and splashes of mud and water. The tracks themselves are very bland and unattractive, comprised of blurry and boring textures. The degree of fog and pop-up is also quite disappointing, whether you are racing in the mountains or the desert, the greater part of the surrounding area is enveloped in a strange mist - perhaps the race is around Metropolis. Perhaps utilising the 4 meg expansion pak may have cleared up this issue, but it seems that Saffire didn't elect to do this.

The sound is generally a disappointment. The theme tune that haunts the options screen sounds a little like James Brown, a little like the Deltones and a lot like crap. Fortunately you have the (essential) option of turning it off. The cars themselves sound more like remote controls rather than turbochargers, and the splashes and crashes of careless racing are fairly tinny and uninspiring. One particularly dodgy example is when you wear out a drive train - the car makes a clanging noise (as it should), but strangely not when you are taking a corner. Weird.

Rev me up

It's obvious that the game takes a lot of inspiration from Gran Turismo. While there aren't a lot of tracks, there's still thousands of different combinations of vehicles and parts that allow you to customise your car to your heart's content so you can see if you can squeeze another ounce of grunt out of the beast. It's this complete degree of customisation that drives the rev heads completely bananas, so if you like the smell of petrol fumes, you may get some enjoyment out of this one.

SECOND OPINION

Serious racing action is one area in which the N64 is sorely lacking. Sure, the F1 games are brilliant but we want real racing dammit! World Championship Driver goes a long way to remedying this situation but there's always room for more. The original Top Gear Rally was brilliant but while this game does retain some of its charm, the game doesn't look or play quite as crisply. Not bad, but not brilliant. - Narayan

ALTERNATIVE ACTION

BEETLE ADVENTURE RACING



Whilst definitely not a sim, this is probably the best racer on the N64 (except perhaps Mario Kart). Doing mad arsed jumps in a Volkswagen, speeding through coastal towns and smashing through crates while barrelling down back alleys make for a hell of a lot of spills, thrills and... other stuff.



THUMBS UP

- Top quality rally racing sim
- Intricate customisation options
- The powerslides feel really smooth and give you a good sense of control



THUMBS DOWN

- The difficulty curve can be frustrating

PUBLISHER: PLAYCORP

DEVELOPER: KEMCO

GENRE: RACING

RELEASE: DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: CONTROLLER PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

77%

Earthworm Jim 3D

Arthur walked out of the games room scratching his butt and cursing worms

What better mascot (other than a gerbil) to use as a hero in a videogame than an earthworm? Sure, earthworms have no arms, legs, eyes, penises or brains, but one particular worm has proved beyond a shadow of a doubt, that the humble worm is capable of being a hero by earning his stripes in a highly successful 2D platform game. We are of course talking about Earthworm Jim. After being in production for the past few thousand years, the development house, Rockstar, have finally

cast aside their stone age tools and finished Earthworm Jim 3D.



Take it easy buddy, your mum wasn't that bad in bed



Jim needs that pair so he can wear his undies on the outside

A worm's tale...

It's a sad day for worms around the globe. Earthworm Jim has been wounded, unexpectedly, by a flying cow (you know, your everyday hazard). This has resulted in our segmented hero's brain suffering considerable damage (yes, even more so than James Ellis' festering grey matter). Seeing that medical science is still in its infancy when it comes to brain damage, Earthworm Jim is going to have to take matters into his own hands, even though he doesn't have any. How? Easy, our slimy buddy must travel through various sections of his mind and seek out the golden breasts, erm, udders of lucidity. Only then, will he be able to walk, I mean wriggle, again.

The sections of Jim's decomposing brain make up the various themes through the game.

These can be divided into memories, happiness, fantasies and fear. Of course, enemies and backgrounds will relate to these levels (well, kinda). To be honest, nothing at all makes sense. There are giant grenade laying chickens, militant cows, disco zombies, gerbils (they should be in every game) and rocket-launching moles. These oddities are the essence of the Earthworm Jim universe.

Skid marks and underpants

You begin as Earthworm Jim in the hospital, being monitored by Dr. Nick Riviera. From a hub area, containing a meditating cow, you must enter the first section of the brain (memories, you forgetful spastics). There are certain important missions to complete. Forget about hoity-toity objectives like rescuing some lame women in distress, we're talking real men's business here. You'll have to execute missions involving locating the whereabouts of a pair of underpants and returning them to a chicken or destroying a large wooden rooster.

Along the way, you'll have to figure out puzzles and fight weird-arsed enemies. And where would any platformer be without some type of item to collect? Just like Banjo-Kazooie's musical notes, Earthworm Jim must collect marbles scattered about his mind to help regain his sanity. The puzzles lean on the effortless side of ridiculously easy. Slap a gerbil in the love-spuds with the Earthworm Jim whip and he'll run on his treadmill, causing a door to open. Don't expect the type of puzzles that will have you scratching your heads in bewilderment.

Distressingly, there are sections of the game that will have you delivering a flurry of head-butts to the television screen in an uncontrollable frenzy due to tragically thought out level design and camera angles. For example, some sections will see you running up slopes with giant hand-grenades rolling towards you. Trying to jump these explosives is near impossible, and trying to jump them



Jim marches right into his brain and demands to know exactly why it has been supplying him with such crap dress sense



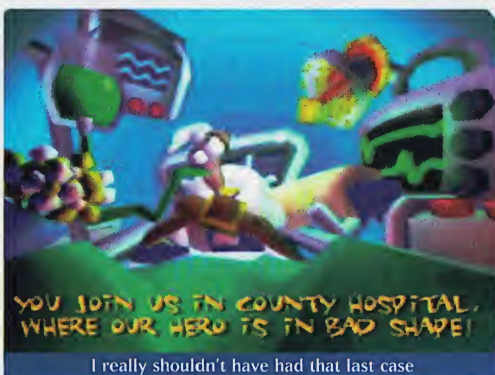
Hmmm... what's that whistling sound behind me?

while collecting floating marbles is sheer insanity. At times, these grenades will roll down three at a time, leaving you no choice but to let them explode in your face. Moreover, if you are too close to a wall, you'll have absolutely no control over camera movement; so you will more than likely receive a flying rocket to the head from an area you weren't able to view. Imagine, if you will, handing a household video camcorder to a chimpanzee, letting it run about for a while and then taking the tape of it and placing it into your VCR. The result won't be too far off Earthworm Jim's camera mechanics. Judging bottomless pits is made difficult and sometimes the camera may decide to take a coffee break and spend its time pointing at a blurry wall instead of you. Although the camera angle doesn't completely ruin the game itself, it definitely lessens the enjoyment factor.

Pig's bottoms and refrigerators

Earthworm Jim flaunts some nice visuals, although nothing that'll massage your eyeballs enough to make you smile. They're sharp, clear and offer bright and cheery colours to keep it from slipping to the dark side (Gex 3, that is). Unlike Rayman, which flaunts groovy third-generation graphics, Earthworm Jim appears to have remained in its time warp and is happy to loiter in the world of lame first-generation graphics.

The backgrounds themselves are quite simple, never showing a great depth of detail. They do however hover above mediocrity and there are some levels that will be worth working your way through just for the absurdity factor. After



I really shouldn't have had that last case



Colonel Cluck commands Jim to find his underpants



Jim feels uneasy when he sees his pet dog is the doctor

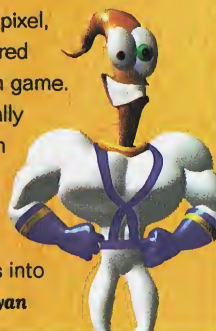
a while, you'll take for granted giant pigs' butts poking out from lakes and refrigerators launching themselves into outer space. This said, the previous 2D Earthworm Jim titles on 16-bit consoles contained cooler graphics, which captured the whole silly Earthworm Jim world perfectly. The conversion to 3D has fallen somewhat flat, and strangely enough has failed to recapture the spirit of the earlier games.

Earthworm Mario

Sure, our wormy friend still has his nifty laser gun, whipping abilities and a hovering headpiece, but in 3D, the magic is lost. Anyone who has been waiting in apprehension for a brilliant platforming experience may be a little disappointed. Earthworm Jim 3D isn't too bad, but then again, it's no Mario, or Banjo, or Donkey Kong, or Rayman, or...

SECOND OPINION

Two worms videogames in the one month? I didn't realise it was such a big gaming inspiration. While Worms: Armageddon is a surprisingly original game that oozes fun from every pixel, Earthworm Jim is a tired and uninspired platform game. There's nothing tragically wrong with it but when you compare it to the stack of absolutely fantastic Christmas releases it simply fades into the background. - Narayan



ALTERNATIVE ACTION

WORMS: ARMAGEDDON

For those who have worm fetishes Worms: Armageddon is definitely the game for you. Although a title of a completely different genre, this game is worth mentioning due to



its fantastic multiplayer appeal which will have you glued to the television until your eyes bleed from exhaustion.

THUMBS UP

- You won't find Earthworm Jim in your bowels
- Bizarre levels and enemies

THUMBS DOWN

- Camera angles suck harder than an industrial powered vacuum cleaner in the hands of an aardvark
- Brainless puzzles

PUBLISHER: INTERPLAY

DEVELOPER: INTERPLAY

GENRE: 3D PLATFORMER

RELEASE: DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



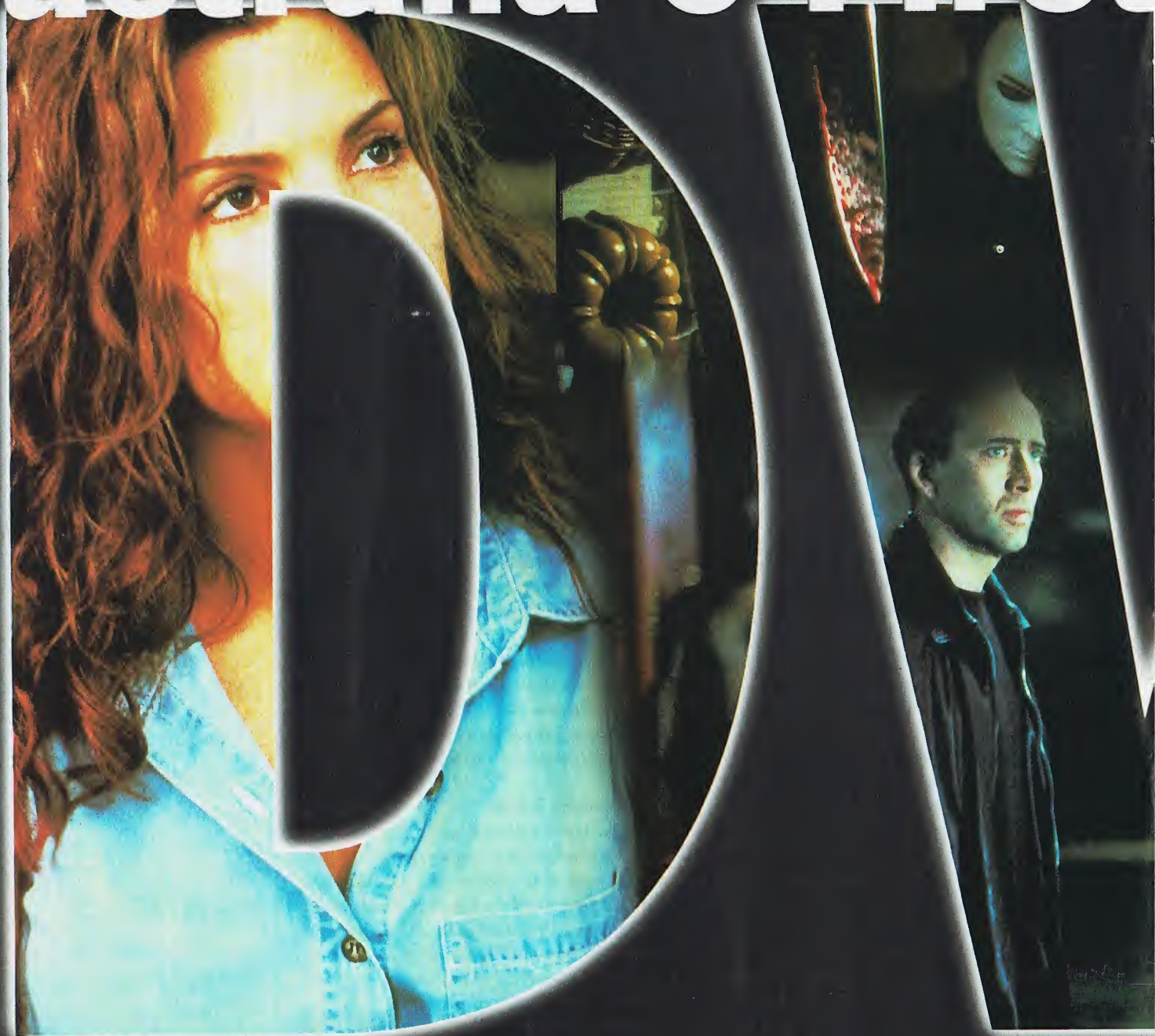
GAMEPLAY



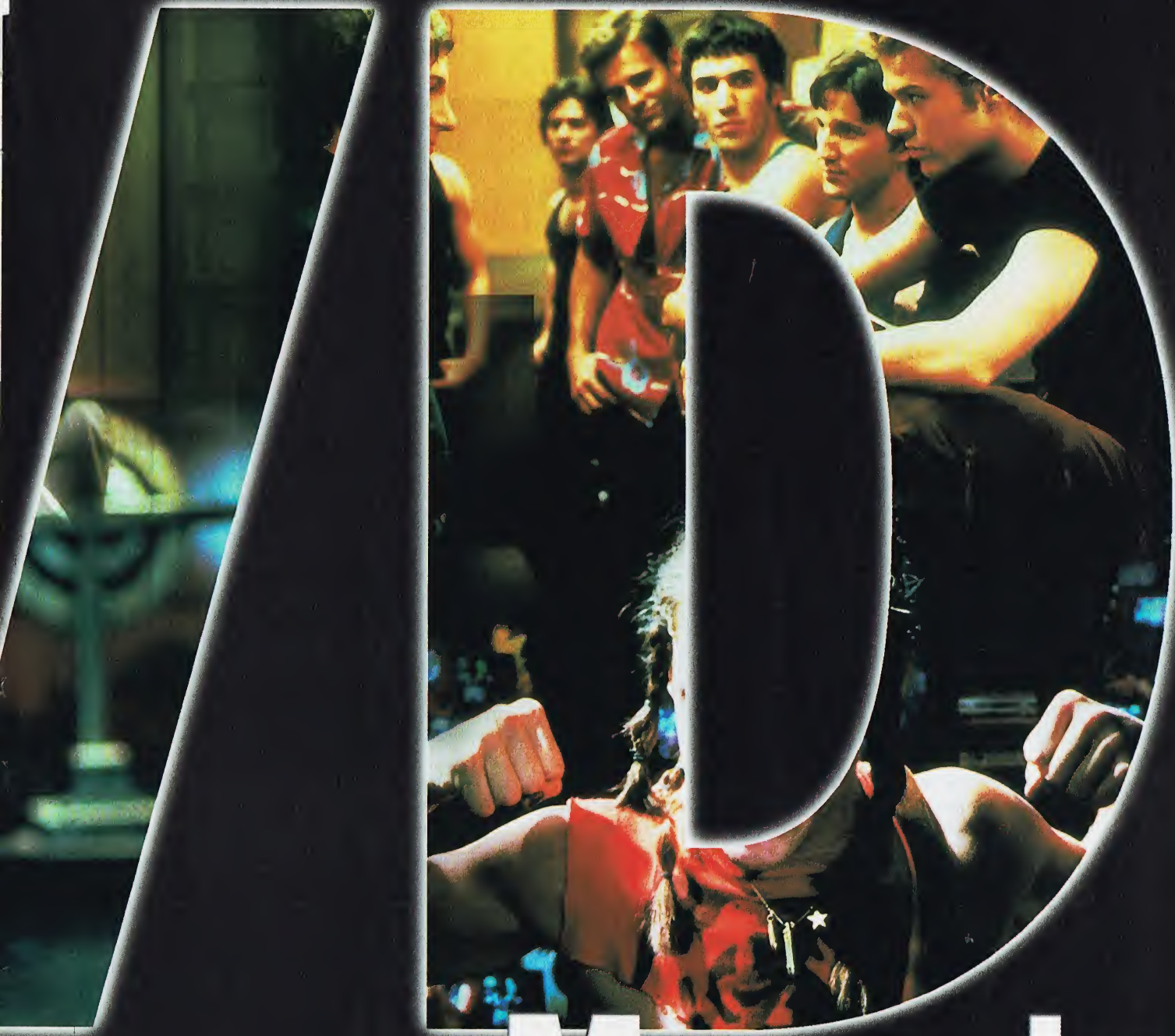
OVERALL

69%

Australia's First



COMING



Magazine

G SOON!

ABug'sLife

Arthur Adam gets into some insectoid action



Every insect's nightmare; a human camper decides to take a dump in the woods...

Almost everyone can vouch for the fact that mothballs smell horrible. I personally could never get their legs apart, but I'll take people's word for it. Bugs are a part of our lives, and wherever you go, you're sure to find them. Take Troy's hair for instance, it's crawling with a healthy number of creepy-crawlies. Well, now these little bugs have made their way into our Nintendo. No, I'm not talking about the bugs scattered throughout Superman 64, but the insects in the game, A Bug's Life.



It's a bugger of a life

A Bug's Life is a spin off from Walt Disney's successful digitised movie of the same name. The story revolves around the life of a single ant, not any old ant, mind you. This ant is the James Ellis of the insect world. With his dashing good looks and wit to boot, Flik (that's the ant's name) embarks on an epic mission to save his anthill from the thoroughly evil grasshoppers. The ants have been enslaved by these larger bugs and must work extra hard to collect enough food to keep them from turning hopping mad.

Taking command of Flik, you'll have to guide him about large perilous levels, with bigger bugs making it their business to stop you in your tracks. Enemies include diving wasps, a giant sparrow, blowflies, hippies, beetles, spiders, ticks, ewoks, worms and mosquitoes. The insects will attack you from all sorts of angles. Running Flik through a tunnel will see worms breaking up from the ground and sides, while wasps will swoop in from above. This sounds like a barrel of fun right? Well, unfortunately, all you have to do to make it to the end of a level, without any bugs munching on your butt, is run. All the enemies are too slow and have the intelligence of road kill, therefore making them as effective as a one

legged man in an arse-kicking contest. You'll have more fun leaving your house and killing some bugs with your sneaker*.



Flik must come to her rescue and defeat Thumper.

No-one's spanking technique is as powerful as Thumper's

Hopper is boiling mad because the ants have no food for the grasshoppers.

He's mad because he lost his can opener and can't spank



Flik searches around for some more magic mushrooms



This game is full of bugs



Knob man tells Flik to find his lost nuts

Bee hive yourself

The levels in A Bug's Life are quite linear, which is the opposite of what you would expect from a three-dimensional platformer. The key word for a platformer of this type should be 'exploration', but instead this ingredient is kept down to a minimum. For example, there's no need to search around for ammunition (berries) as they'll be placed near your path, adding to the straightforward gameplay. So, once you have completed the game, there's no initiative to play it again, even in ten years time for retro value.

There are fifteen plus levels in all, most of which are based outside. Seeing Flik is an ant, everything about him is huge. Small rocks become boulders; flower stems appear to be tree trunks and puddles large swamps. In one level, it feels as though you are guiding our anti-hero (sorry) through canyons when in fact you're simply crawling through cracks in the mud. If you have seen the movie you'll be familiar with many of the game's settings.

The graphics are, in layman's terms, dodgy. This was to be expected due to the fact that the game is a direct port from the PlayStation. Look, there's nothing wrong with Sony's machine, it makes a good paperweight, but as for porting games to the N64, it sucks harder than an aardvark on steroids (I'm not even going to ask - Ed.). And what's even worse, is that the port itself is so pitiful, that the PlayStation version actually looks and runs better! The bugs themselves are colourful but they're the only positive thing about this game's graphics. They're cute enough to keep any younger gamer happy.

And...

Fogging isn't too much of a factor, although this bonus doesn't save A Bug's Life from pitiful

framerates and a sloppy control system, which combine to make playing the game a poor experience compared to games like Donkey Kong 64. Trying to face enemies whilst using Flik's ammunition can at times get frustrating as your berries will tend to fly off in some other direction.

On the brighter side, the music is cheerful and quite funky and doesn't seem to gnaw on you annoyingly. Similarly, the sound effects add a suitable level of slapstick and cartoon ambience as you run about kicking enemy bug's backsides. But alas, as good as the music and sound effects are, this is not enough to plug

the hole in the sinking ship that is A Bug's Life. This game will not appeal to platforming

gamers, or anyone else except for small children who wouldn't notice these flaws. Yes, the movie was GREAT, but the game is NOT!

* The N64 Gamer crew love insects and bugs. This is a joke and we hope that our readers unite to make the planet a happy and peaceful place for all bugkind.

SECOND OPINION

A Bug's Life was an excellent movie to be translated into a 3D platformer because the movie itself was designed to take advantage of computer graphics. Unfortunately, Activision have constructed a game that merely takes all of the cliched platform ingredients and cooks up something that reeks of unoriginality. - Sharon

ALTERNATIVE ACTION

DONKEY KONG 64

I would usually suggest Mario 64 or Banjo-Kazooie in this spot, but we finally have some new platforming action that surpasses the brilliance of these earlier titles. Take your pick from five of the apes as you battle your way through an amazing adventure. Play hard!



THUMBS UP

- It will keep toddlers happy

THUMBS DOWN

- A sad conversion
- Crappy frame rates
- The PlayStation version is better
- In a word: Uninspiring



PUBLISHER: **ACTIVISION**

DEVELOPER: **TRAVELLER'S TALES**

GENRE: **PLATFORMER**

RELEASE: **JANUARY**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

58%

DestructionDerby64

James straps on his stackhat and elbow pads to go and put the smackdown on some driving Jabronies.



This is the N64 Gamer car park - Troy always looks about us boxing him but at least his station wagon is now a cool sedan



Some of the crashes are almost poetic

points and checkpoint points. If you crash out too soon, you'll miss the checkpoint points, but if you play too safe then no matter how many checkpoints you've passed, it's easy for an opponent to beat you with a tonne of collision points. There are forks in the track which players can use to either escape the oncoming traffic, or launch into the air in pursuit of grabbing a huge hundred point collision, these may be seen as shortcuts but are really too obvious to be anything like the shortcuts seen in other racers. Despite these extra gameplay aspects, I still felt that nothing was really put into the game to increase its depth. In most car games you have to try to shave seconds or less off your track times, or to simply jostle for the position of first place. In Destruction Derby I found myself just racing around the track with the accelerator fully maxed, waiting for a car to ram into me. Even going off the big jumps just seemed like a matter of luck whether I'd score a huge collision or not. After all, the computer car has to be at the right place at the right time.

The car handling in the game is itself very "arcady", with your car being able to turn on a twenty cent coin if you use some smart braking. This is a good thing for the game, as some

One of the first PlayStation games that was released on Sony's console was a game called Destruction Derby. I remember playing most of the released games for the system, which included Tekken and Ridge Racer. Destruction Derby seemed a tad shallow in comparison. The original simply had you ramming into other cars trying to get them to do spins and flips, resulting in a lot of points for your driver. The idea was fun for a while, but just bashing around with computer cars got dull pretty quickly. If you're a fan of Destruction Derby and have thus been forced to play a PSX, rejoice, for you no longer have to wash your hands after your gaming sessions (unless you're spank-happy like Nick).

Crash and Burn

The first thing that will grab you about Destruction Derby is that there are four arenas in which you can enjoy some original PSX style Derby smashing; most of the single player game is based on proper course tracks. Of course smashing can still play a major part. Just don't forget to keep your eye on the road. The reason being that, whilst racing, you gain points for passing checkpoints and smashing other cars. You have a limited amount of checkpoints so you'll have to try to fit some crash-

ing action in there anyway, and indeed destroying your own car needn't mean that you have lost the race. On more than one occasion I crashed my car into another, and ended up winning the race because of the heap of points that I got for my final impact. Crashes themselves are rated, (and they're quite frequent as the CPU cars travel around the track in the opposite direction) with the maximum number of points awarded equaling one hundred, although on most occasions you'll probably only get 15-40 points. This brings in some strategy, as every time you attempt a high scoring crash your car will be weakened. This means that you must strike a good balance between collision



The detailed backgrounds are the game's strongest asset



The pattern on the back looks like a fat guy in a dress



I think the yellow car's feeling a bit blue



The pic was taken by pedestrian-cam before a nasty accident

accurate turning is necessary in a lot of levels. However, there doesn't seem to be any gears in the game, which could've made the driving experience a little more interesting.

On the other hand, the arena type levels will probably be a welcome break from the standard courses. These are very similar to the original Destruction Derby concept, and the developers probably realised that creating games solely based around arenas gets quite boring, but having them every now and then can be great fun. And it almost is. You take off around small arenas flying off ramps and such, trying to get the biggest collision you can whilst avoiding premature destruction. There are problems, however. Often it is really too hard to get a decent hit on another car, and you'll have to make do with 10-20 pointers pushing your score up. Also the game doesn't have the PSX scoring system where you got more points for causing a car to do a 360, 180 or a flip. Rather it seems totally based on just how hard you hit them which, as I've said, is pretty hard as you have to be traveling pretty quickly to pull off a big hit, and the CPU will most of the time get out of your way. However this mode is a lot more fun when you plug in some more controllers.

It's got the modes

Destruction Derby 64 has four different multiplayer modes which depend on how many players you have. For two-players you can play all four modes, including the straight out smash'em Deathmatch; the entertaining Bomb Tag where you play hot potatoe with a bomb (pretty dull if you lose early); Capture the Flag; and Destruction Race. With three players you can't play Destruction Race or Capture the Flag, and with four players you can play them all except the Destruction Race which involves racing around the game's main tracks smashing each other. Overall, the multiplayer was quite enjoyable.

The graphics in this game are really a mixed bag. On one hand the backgrounds are bright and detailed, and on the other hand the textures used on some of these detailed graphics are blurry, drab and horribly pixelated. That could be forgiven if the frame-rate was outstandingly

smooth. It's not. Racing game fans who require a smooth frame rate will probably be put off by Destruction Derby's attempt. However, the frame-rate doesn't really drop in the multiplayer mode, and the levels are designed so that the frame-rate doesn't really interfere with the arcade style gameplay. The other good thing about the level design is that there is basically no pop up, due to some well-placed curves and structure that make up the track.

Crunch time!

Destruction Derby 64 makes a good attempt at being a great racer, and the game is slightly better than the PSX versions due to the multiplayer modes. The fact, at the end of the day, is that smashing the cars didn't seem as fun as it used to be on the PSX. Even so, the game really needs more depth before it would demand a purchase. Fans of the PSX versions and racing freaks looking for something original may like it but people who need depth shouldn't bother.



I think James has a fetish for flying bonet shots

SECOND OPINION

I'm willing to look past the fact that this game is based on a PlayStation title and give it a fair go but I can't get past the frame rate. I like my racers like my Nintendo pick-up lines; smooth. This game has some good ideas but it's simply too jerky to enjoy. By the way, can I interest any of you girls in some 4-way action? - *Narayan*

ALTERNATIVE ACTION

VIGILANTE 8

Looking for mass destruction? You can't really go past Vigilante 8. With its meaty weapons, co-op mode, cool vehicles and characters it brings vehicle destruction to a new level. Unlike Destruction Derby there are no racing tracks in the game but some of the battle terrains in V8 are pretty huge.



THUMBS UP

- There are both racing tracks and arenas to smash around on
- It's an original concept
- The multiplayer mode is easily picked up

THUMBS DOWN

- Frame rate and textures are average
- Hardened racing fans won't find much substance here



PUBLISHER: GT INTERACTIVE

DEVELOPER: THQ

GENRE: RACING

RELEASE: DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



GAMEPLAY



OVERALL

75%

BattleTanx: Global Assault

Arthur always covers himself with protection before he shoots at his friends



Bumper sticker: My other tank is a Porsche



Spraying your load can be fun



That's the last speed camera you'll point at me



On the left you see the grenade tank in its natural habitat

Imagine, if you will, an object that weighs in excess of ten tonnes, can destroy buildings and wipe out a squad of men. Imagine this thing is capable of crossing rugged terrain and causing anyone in its way to tremble at the knees uncontrollably, inducing spasms in the bladder region. If you guessed that this thing was in fact Troy's ex-girlfriend, you would be correct. But, coincidentally, army tanks also share many of the same attributes. Yes, these machines of war play an important part in an army's goal of destroying the enemy. Well, the sequel to the shabby BattleTanx is looming upon us.

No option but to be happy and gay

A mysterious virus has swept across the globe and killed 99.9% of women, including, unfortu-



A bizarre love triangle emerges in the tank family

nately, Heather Graham and Dame Edna Everage. Not content to simply take up bestiality, men wage war against each other in the attempt to collect as many women as possible for themselves. You take control of a tanx unit and battle it out with other armies in over seventeen levels with a multitude of missions and objectives.

As you progress through the missions, you can choose which type of tank to use, from the chunky flame-throwing types, to the smaller nimble tanks, all the way to the super fat-ass slower ones. The missions have some merit at the beginning, but they all seem to be very similar and therefore become quite tedious. Some missions involve defending your base, escaping from assaults, attacking enemy bases and so forth. The game itself moves at a decent frame rate, with no slowdown, regardless of how many units are on the screen. Whilst driving, you'll notice that the tanx move a little too fast and that controlling them is a little difficult, effecting your ability to aim and shoot at the opposition easily (nothing's worse than being left with a sticky mess on yourself).

Graphically ho-hum

The graphics have been improved since the first game but everything still appears to be dull, with no vibrant colours to be seen anywhere. The tanx themselves are quite detailed and can inflict some impressive explosions. The backgrounds however

are simple and nothing spectacular, especially when fogging is distinct in the more open arenas. The game looks very first-generation, with no real leap forward from the first game.

The sounds and music in this title are, to be frank, tosh. The tanx don't sound even remotely as grunty as you would expect (they sound more like wind-up toys). The explosions are pleasing enough, although this will be quickly forgotten as your ears begin to bleed due to the aggravating music, which consists of 1980's style guitar tunes. You're better off listening to the 1999 finals of the Swedish yodeling championships.

The game is very similar to the first and has incorporated only the most minor of improvements. If this is what I have to go through to save a few women, then I'm starting to think Spot looks pretty cute.

PUBLISHER: 3DO

DEVELOPER: 3DO

GENRE: COMBAT

RELEASE: JANUARY

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



GRAPHICS



SOUND



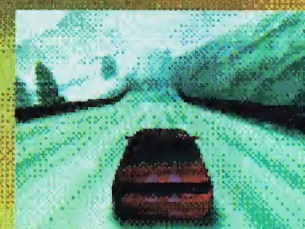
GAMEPLAY



OVERALL

75%

ADVENTURE RACING TO THE EXTREME



Games UPlay

\$79.95

HSV Adventure Racing N64 (G).

Created exclusively for the Nintendo[®], HSV Adventure Racing is an addictive, over-the-top racing game which lets you race and explore fantastical racetracks as well as competing in the challenging 4-player battle mode. Make quick decisions to drive into, around, over or avoid a range of dangerous obstacles such as crates, windows, road signs, volcanoes, dinosaurs and barricades.

Harvey Norman

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KnockoutKings2000



Ref: C'mon you girls, stop playing patty cake and start fighting



It's so cool that they've got the Incredible Hulk as a boxer

Michael Griesser cops a smackdown



The guy on the right wins the biggest breast competition

Doesn't it suck when decent sports titles are only released on the PlayStation? Luckily, EA have decided to release a version of Knockout Kings on the N64. Boxing has never really been tested on the sports genre circuit. There are plenty of beat 'em ups out there yet the N64 boxing fans desperately need something to represent their sport. And when it comes to sports games, we know who's the king. But will EA be the kings with Knockout Kings 2000?

Feel the pain

The graphics are quite good in KOK 2000. One of the first things I noticed was that the players' faces actually resembled their real life counter-

parts quite closely. The players move well, being neither too fast or too slow (there is some slow-down though). One of the better features EA have included is the detail of the boxers' cuts and bruises. After pummeling some poor soul with multiple head punches, cuts begin to appear all over their face. Isn't it annoying how in other fighting games, solid punches result in no blood? Sometimes a big hit will result in the opponents' mouthguard falling to the floor. These little touches are invaluable. Punches are well animated but EA went over the top by trying to 'highlight' them. When this occurs, a flash of yellow appears where the boxer was hit. It looks like the aftermath of a dragon punch (c'mon it's boxing, not Street Fighter 2).

When you connect with a number of punches, a boxing glove icon will flash allowing the use of a super punch by pressing A+B. The punch is damn powerful but it looks too fancy. This may not annoy the casual fans but it will annoy the hardcore boxing gurus.

The stadiums are well drawn and varied. In career mode the first fights take place at a meat factory where empty seats are evident. Later on, plush stadiums like Wembley and Caesar's Palace await.

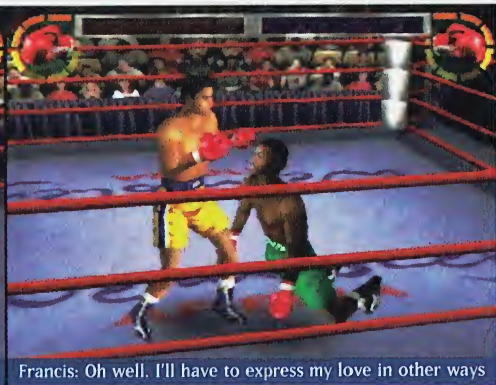
Sports games usually have the most ghastly and atrocious crowds but in KOK 2000 you can even make out what some of the people are wearing. It's a refreshing change that adds to



These are five subjects of a study into the side-effects of spanking the monkey - not only are they all blind but their hands are badly swollen and blistered



Francis: I can't hug you properly with these gloves on



Francis: Oh well. I'll have to express my love in other ways

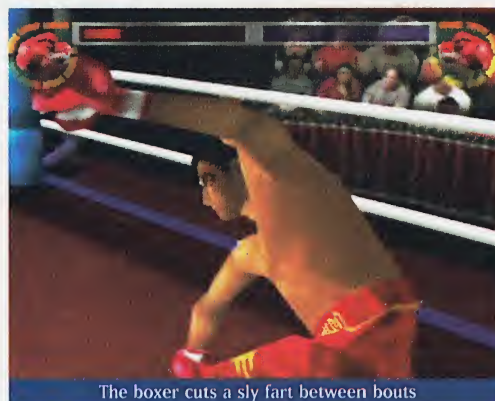
the visual realism of the boxing fight. A nice touch is the newspapers which are displayed when you win or lose a fight. Headlines such as "Holyfield is number one!" appear, making it more realistic than a simple 'you won' message. Nice touches like these help to make this graphically pleasing game.

K.O.

EA sure must have used a lot of the memory for the graphics because the sound is very sparse. However, this is not to say that the quality is bad, it's actually quite good. Boxers are called enthusiastically by the ring announcer and the predictable wolf whistles are heard when scantily clad girls wiggle around the ring between rounds. Clicking cameras and crowd cheers for big punches make you feel you're sitting at ringside. Unfortunately, the commentary during fights is so quiet you'd think the commentators drove up the wrong freeway and went AWOL. A referee explains the rules to each boxer before a fight just like the real thing. The sound quality and variety is good, there's just nowhere near enough of it.

A thinking man's game?

Is this a button bashing boxing game or is some degree of strategy required? The answer is both. There is no fatigue bar so it's hard to tell when you are exhausted. This makes it hard to tell when to 'save' your punches. My solution was just to go to all out and it generally worked. The career mode is a lot of fun; you start fighting fictional



The boxer cuts a sly fart between bouts

boxers but when you get higher up the ranks you start exchanging pleasantries with the real boxers (this was something not evident in the KOK 99 game). Career mode allows you to train your boxer, and the training mode in KOK 2000 is very interactive. By selecting offence, you have to try and get 30 punches on a sparring partner in 30 seconds. The closer you get to 30, the more statistic points you will gain for your boxer. For defence you aim to dodge and block 30 punches in 30 seconds. You can just select 'Quick Training' but the interactive training options allow you to obtain more statistics points. These can be accumulated for power, speed and fitness.

KOK 2000 isn't the hardest game in the world; it took me only a few hours on the medium setting to win the title belt. However, on the hard setting it will provide a challenge, and the 2 player mode adds lasting appeal. While the create a player mode is not as detailed as WWF Attitude, it's not bad. As far as I'm concerned, so long as you can change the colour of your facial hair, it gets the thumbs up from me.

Down for the count

Knockout Kings 2000 didn't disappoint me but it sure didn't take my breath away. Some improvements and features have been incorporated since the prequel but it still doesn't feel like it's realistic boxing. Boxing fans will like the realistic looking fighters and the detailed career mode and the casual fan will dig the super punches and arcade feel. This is not a bad game but I think it will be quickly forgotten once Ready 2 Rumble arrives.

SECOND OPINION

As you'd expect, EA have been able to design a faithful recreation of the sport. However, since boxing games are really just the poor sister of 3D fighting games and wrestling games (there are no kicks, throws or super moves to spice it up) it has to be an excellent translation of the sports to get people interested. And this game just doesn't have what it takes. - Narayan

ALTERNATIVE ACTION

READY 2 RUMBLE



Wow! A contender has finally stepped in the ring! This game is even more arcade style than KOK but the variety of characters is extremely interesting. Kind of like a Mike Tyson Super Punch out on the N64. We'll have a review soon.

THUMBS UP



- Solid looking boxers, rings and stadiums
- The controls are easy to get into

THUMBS DOWN



- The action may be based too much on arcade-style fighting to appeal to the sim fans the game is aimed at
- Sparse commentary during the fights

PUBLISHER: EA SPORTS

DEVELOPER: BLACK OPS

GENRE: SPORTS

RELEASE: OCTOBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

LASTABILITY



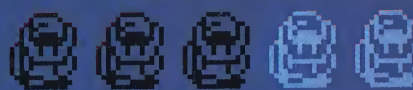
GRAPHICS



SOUND



GAMEPLAY



OVERALL

76%

Shadow Man

PLAYGUIDE: PART II



Asylum - THIRD VISIT

As you appear there will be a welcoming committee of two Tommy guns. Kill them, and then drop off the drawbridge to the right. Run through the lava and head towards the nearby govi to the right. Shoot the nearby barrels for two cadeaux and then shoot the govi for a dark soul. Follow the ramp up, and kill the Tommy gun at the top. Turn left you will find a dark soul for the taking, and two cadeaux. Turn around and run straight past the next intersection, kill the two meathooks in the control room and keep going down the passage. Turn right onto the wooden walkway, follow it right, and at the intersection go straight on.

You will enter a passage with a control room at the end of it. Take the dark soul there. When you come to the intersection again, follow the walkway right. **[1]**

Follow the walkway down the passage until you come to another control room. Kill the two meathooks, collect the cadeau and dark soul. Now use the engineer's key on the mechanism to unlock the door.

Now backtrack all the way back to where you first got on the wooden walkway. Follow the passage and when it opens out into a room, head right and kill the Tommy gun. Turn around and fan around to the right and collect the dark soul with your name on it. Now go back to the wooden walkway and look down to your right - there's a govi there. Shoot it and drop down onto the boxes to claim it. Drop down, leave through the doorway, turn left, follow the passageway and go through the two large metal

NICK O'SHEA DELVES INTO THIS HIDEOUS WORLD, SOILS HIS PANTS, GRIMACES



doors on the left. Kill the Tommy gun ahead of you, turn left, and go up the ramp to board the carriage. Once inside, pull the lever to go to the Cathedral of Pain.

Cathedral of Pain

Exit the carriage and proceed down the platform. At the other end are a couple of Tommy guns. Go through the door ahead, down the short passage and through another door. You will get a teddy bear symbol for the Cathedral. Now backtrack to the carriage and drop off the gap in the railing. **(2)** Turn around, jump onto the stone platform and walk past the cage. Jump over to the opposite platform for a dark soul. Now drop down and run through the lava until you come to a row of rotating spikes - run along dodging through the spikes.

Then turn into the doorway to the right **(3)** and follow the passage to another row of rotating spikes. Carefully make your way along, jump up at the end, and then turn around and make your way back along the top of the row. Climb up the end and turn right. Climb the stairs, kill the meathook and enter the room to the left for another govi. Now use your teddy bear to teleport to The Temple of Prophecy.

Turn around, follow the passage, kill the little dwarfy guys and turn right to the level seven coffin gate. Open it and proceed through. On the other side is Marteau waiting for you on a pedestal. Use Marteau on the three drums -



each beat will take one panel off the doorway. When all three are done a gong will sound and you can proceed. Follow the passage, drop down and leave by the bridge on the right.

As you come off the other side, turn left, kill the shiverer and head down the cave in front of you. Kill another shiverer on the way along and bust open the level seven coffin gate. You will find La Lame, the third fragment of L'Eclipser on a pedestal. Now use your teddy bear to go to the Prophecy Chamber.

Wastelands - THIRD VISIT

Turn around and climb up the ledge on your left. Run through the level one coffin gate and across the bridge to the Wastelands. As you enter, kill the three shiverers - two in front and one on the ledge to the right. Run down either tunnel, and when you come to the end, stop to

shoot the deadwings. When all three are dead, drop down onto the stepping stones and climb up the bloodfall with the small square platform below it. Run upstream and into the igloo. Run to the furthest extension and drop off to the left. Go through the doorway, kill the dwarf and run down the passage. Go straight ahead and break open the level six coffin gate to get Enseigne. Turn around and go down the tunnel to the right. Kill the shiverer, jump into the lava and shoot the pots on the way for a cadeau. Keep going past the stone slab and pass through the archway. Follow the passage, turn right and go straight along until you come to an archway to the right. Turn into the archway and keep going straight ahead. Jump onto the stone near the small altar and weave around the large pillars. You will come out into the open - run across the bridge to the other side and you will get a teddy bear symbol for the Temple of Life. **(4)**

Now backtrack to the small altar and go through the passage to the right. Turn left and jump over the platforms floating in the lava. Turn left again and there will be a shiverer ahead. Kill him and proceed ahead. Go right at the spiky platform until you find a fiery block. Push it - there is a dark soul and a cadeau hidden behind it. Now backtrack to where the shiverer was and pass through the opening to the left. Turn right and go down the passage, take the first left, jump past the set of spikes and go left again down the passage. Turn left and head towards the arch. Drop into the lava and head right for two dark souls. Now backtrack and head through the arch. Follow the passage, kill a shiverer and drop down a hole to the left. The passage will open into a room with a hole in the floor and four shiverers. Kill all the enemies and drop down the hole.

Pass through the doorway and follow the passage and you will enter the chamber of life. Collect Baton from the pedestal. In the five alcoves are altars to the Loa. If you so choose,



you can make an offering of 100 cadeaux in exchange for an extra segment for you life bar.

(5) After you have made your choice, plunge Baton into the small altar. You will reappear at the small altar near the entrance to the Temple of Life. Turn around and weave through the pillars to get outside.

Run across the bridge and follow the walkway right (looking out for deadwings) through the tunnel. Keep following the walkway around the edge, jump over the gap and you will come to an igloo. Go past the igloo to the right and follow the path down. At the bottom, kill two shiverers and go through the passage with the orange light above it. Run down the walkway, kill the deadwing, push the button at the bottom of the quarry and backtrack all the way to the gap at the top of the walkway. Turn left and you will see another walkway on struts. Jump over and swing over the gap on the rope. On the other side, collect the dark soul and continue down the passage ahead. At the top of the passage, there will be a clearing and you will have to fight three dwarves and a deadwing. Keep following the passage, kill a couple more dwarves and you will see a govi straight ahead over a pit of impassable lava. Turn left, push the fiery block and follow the passage. In the next chamber will be a govi and two shiverers. Kill them for the dark soul. Now use your teddy bear to go to the Playrooms.

Playrooms -- SECOND VISIT

Kill the Tommy gun, go through the archway and turn right. Go through two doors, activate the mechanism on the right to open the locked door next to it. Go through and kill the meathook and the clown inside. Jump up into the vent and follow it to the left. You will come out into a white tiled room with a govi in it. Get the dark soul, activate the mechanism to open the door and jump back in the vent. Follow it all the way to the end and you will run into the True Form. Pair up your Shadowgun with Baton, and continually circle-strafe to avoid getting hit by his homing missiles. He will soon die and release a dark soul. Now use the teddy bear to return to Louisiana.



Louisiana - SECOND VISIT

As you return with all three fragments of L'Eclipsor, Nettie will perform the ritual to turn day into night. After the practice is complete, shoot the two govi on each side of the altar for two dark souls. **(6)** Go outside and slaughter the dogs. Use Baton on the small altar to the right to teleport into the locked shed - you can get a dark soul. Now go down into the tomb at the end of the churchyard. Drop down, go past the sign and fall into the water. Go straight ahead, along the jetty and dive into the water. Dive down slightly to the right, swim through the underwater tunnel and turn left. Surface, follow the tunnel and swing across the rope. Run over to the shed with the broken wall and collect the dark soul inside. Leave to the right and drop down into the gully, kill the dog, turn right and pass by the 'gator. At the boatshed, swim out to the boatshed in the middle of the swamp. Dive into the shed to get the dark soul inside.

Now backtrack to the 'gator on land. Run past it again, continue down the gully and enter the tunnel. Through the other side is another gully - kill the dog there and proceed. Keep going until you drop into another tunnel. Continue under the bridge, kill the dog and get the dark soul. Now loop around to the right, go up the ramp and over the bridge - remember that the middle collapses. Continue to the clearing with the grounded boat, kill the two dogs and drop into the hole in the boat's hull. Kill the dog and follow the passage, kill another dog and at the end is another dark soul. Now use the teddy bear to go to the Cageways.

Cageways - SECOND VISIT

Kill the Tommy gun and go up to but NOT into the carriage. **(7)** Jump onto the left rail, up onto the carriage and then over onto the ledge beyond. Follow the passage, go through the door on the right, jump onto the pipe, the vent and then over to the ramp. Drop down and kill the meathook and Tommy gun, then continue down the stairs killing another Tommy gun. Climb up the boxes and activate the mechanism to shift the thin bridge over. Turn around and cross said



bridge, jump over the railing, kill the meathook, and keep going down the stairs. Kill two Tommy guns and go to the end and jump into the cage for a dark soul. Backtrack to the thin bridge, cross back over and head left. Operate the mechanism and pass through the hatch. Follow the passage, pass through the door and drop down. Kill the four Tommy guns and go up the stairs to get a retractor. You can now either backtrack to the train or use your teddy bear.

Go straight ahead, shimmy around the fiery vents and go the door at the end. Turn left, drop into the lava and climb up the platform. Once on the other side, turn around, shoot the govi and jump over to the cage to get the dark soul. Jump back and pass through the door. Follow the passageway and when you come to a large room, drop down and kill the two chainsaws that lurk amongst the machinery. When they're dead, climb up a red metallic box, and then onto the larger rectangular crate next to it. Now all you have to do is time your swing across the cable to get to the govi.

Run down the passageway, and as you enter the room slide down the ramp to the floor. Take out the Tommy gun on the floor as well as the one on the stairs to the left. Now climb to the top of the aforementioned stairs, and turn left to look out onto the series of moving platforms. The trick to jumping across them is to wait until they are underneath you and jump onto the ramp above them, such that you slide down onto the platform. After you jump off the last platform, turn left and kill the Tommy gun. Drop off to the platform to the left and get the govi located there. Turn around and make a jump back up to where the Tommy gun was. Go through the doorway, and activate the control panel you find there. Come back out of the control room, and wait until the now moving cage comes up your end and then turns around. Quickly grab onto the cable and start swinging after it. Your aim here is to climb over far enough to drop onto the platform with the govi on it. The best way of judging this is when the grey pipe starts on the left starts disappearing from your peripheral vision. Bust open the govi for the dark soul inside. Now use your teddy bear to go to the Chamber of Prophecy.

Turn around, climb up the ledge, and go through the level one coffin gate. Drop off the left



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
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of the bridge to pass through the level two coffin gate, go through and drop into the pit on the left. Use Baton on the small altar nearby and you will rematerialise in the lava deep into the Paths of Shadow. Climb up the structure and pass through the level eight coffin gate. Follow the passage and cross the bridge to go to the Temple of Blood.

Temple of Blood

Turn right and on the very far wall will be two buttons - one on the left on the ground, the one on the right on a ledge. Pressing either one will lower a massive stone head and awaken two voodoo sisters. Press the second button to lower the remaining head. Go through the passage revealed by the head on the right, and you will come to an arena filled with lava. Slide down to the ledge in front of you to get a teddy bear symbol for the Temple of Blood. **(8)** Now leap down onto the floating platform with the cage, leap over to the platform on the left and push the switch you find there - this will lower a massive stone head above you. Do the same with the switch on the right.

Now Jump up to the top ledge on the left (facing the cage), shimmy along the ledge, climb up and follow the passage. When you come to a wooden walkway, drop down, turn around and push the switch. This will rotate the massive disc to open the left doorway and wake up the two voodoo sisters. Kill them and proceed through the left doorway, up the stairs and drop down to the right. Two sisters will awaken, kill them and go into the tunnel to the right.



Straight ahead is a white piece of wall - push it and it will go back and drop down revealing an alcove on the left with a button in it. Press it three times, turn around and return to the chamber with the disc via the now open tunnel. Press the button ahead of you three more times and pass through the door on the right. Go up the stairs and you will be in a room with two voodoo sisters and a button. As they wake, kill them and press the button to activate the bloodfalls. Go back to the disc chamber, press the button once and pass through the bottom doorway. Turn right, climb up the bloodfall, turn around and jump over to the platform with the govi. Get it, drop off to the left and follow the passage.

Go past the intersection and press the button to shoot the tendon. Turn around and follow the passage to the right. You will be in a hallway of scythes - you cannot duck under them so you will just have to time your run. When you come to the chamber, jump up to the left and climb onto the platform. There will be a blood mother - kill her and swing across the tendon to the govi on the other side. Now return to the arena.

Now go across to the right corner, jump up

to the top, grab onto the ledge and shimmy across. **(9)** Pull yourself up and follow the passageway down the stairs to a chamber with lava and massive hammers. Jump over to the platform in front of you, turn right and time your jump past the hammer, and then onto the moving platform. Carry on through the room along the platforms. When on the other side of the lava pit, turn left and run past the moving heads. Jump diagonally to the left to the next platform, and then over to the switch on the wall to the right. Now turn around and time your run along the platforms to avoid getting pushed into the lava. When on the taller platform, turn right, shoot the pots and jump over between the heads. Turn left and go past the last head and through the double doors.

Now turn right, jump onto the platform and up onto the ledge. Shimmy across through the scythes, run past the head, jump over to the door and pass through it. Run down the end of the corridor past the doorway and go down the stairs to the left. Press the button to shoot the tendon. This will wake up the sleeping sister in the hall, kill her and return to the doorway. Go up the ramp, grab onto the tendon and swing across avoiding the scythes - it helps to judge it if you bring the camera back a bit.

Once through the doorway at the other end, two sisters will attack you. Kill them and drop down into the shallow lava on the right. Time your run through the blades, jumping over them if necessary to get the govi down the end. Now turn around and go past the blades and through the tunnel. Jump up and you will be in a room full of lava and stepping-stones. Bear in mind that the stepping stones sink rapidly under your weight, so tread lightly. GO about pressing all the five switches located around the room - one at a time though, because each press releases a Blood mother. When all the switches are activated you can proceed up the steps to receive the Swim Gad.

Now backtrack to the room with the scythes on the wall. Dive into the lava and swim through the archway. In the next room, pull yourself out of the lava and ascend the spiral path, ducking under the scythes as necessary. At the top of the path is a govi. Collect the dark soul, jump off to the right and go back through the double doors.

Jump into the lava and swim all the way to the edge at the other end of the room. Pull yourself up, turn around and jump back onto the moving platform. Turn right, wait until it reaches the top of its travel and jump to the platform there. Turn left, jump across the series of platforms and go through the passage to the right. At the end, press the button to lower the monolith and drop down and run across it into the room on the left. Now turn left and press the

two buttons to lower the stone heads above. Now leave the room, run back across the monolith and through the passage to the left.

You will come out back in the main arena. Dive into the lava and swim around the back of the floating platform to enter the cage and possess the dark soul. Swim back out and jump back up to the top left corner, shimmy along, drop off the walkway, go through the bottom door, turn right, keep going through the scythes and dive into the lava pit far below. Swim over to the left, get up onto the ledge and press the button there - this will lower the lava level. Now run over to the opposite side, jumping over the spikes, and press the button at the back of the passage - this one will return the lava, and then some more. Swim up and to the right, pull yourself out of the lava and get the dark soul there.

Now use your teddy bear to go back to the Temple of Fire.

Temple of Fire - SECOND VISIT

Turn around and go straight on past the scythes and hammers. Through the door, drop into the deep lava below. Turn left and swim down the tunnel. Turn left again, surface and go through the door. Go past the first hammer, turn right, jump over to the ledge and press the button - this will activate a tendon and wake two sisters. Drop down, kill them, climb back up the ramp behind you, go past the first hammer and jump over to the ledge on your right. Jump onto the tendon and swing across. Turn around, jump over to the fireball-spitting column, the ledge on the far wall, then over to the door and through it.

Follow the corridor and you will be in a maze like room. Make your way down to the opposite end of the room and you will find a button to send out a tendon. This will wake up several sisters to contend with on your way back. Kill 'em all and head back to the ramp. Climb up, swing halfway across the tendon and drop down the hole. Climb up the stairs for a govi.

You'll now be at the bottom of the ziggurat - backtrack to the deep lava and this time drop down and go right. Surface and then drop into the lava filled hole in front of you. Swim through the tunnel, surface and press the large button in the alcove on the right. Now turn left and go down the passage that just opened. Follow the path, jump into the lava pool, press the button on the right and continue along past the scythe. When you come to the bridge, drop off and use Baton on the small altar. You'll rematerialise right next to a govi - get the dark soul.

Now go back into the fire temple again, and through the doors past the deep lava and drop onto the shallow lava in the next room. Turn right, follow the passage, ascend the ramp, kill the sis-



ters, and follow the path to a dark soul. Drop down again and go into the passage on the opposite wall. Climb up one level of the ramp and jump into a blue room. Press the button - this will open the door above and wake the sisters. Kill them, ascend all the way to the top and jump over to the yellow passage. Push the fiery block and follow the passage to a dark soul. Backtrack to the ziggurat and then to the bloodfall chamber. Swim back through to the outer Fire Temple and follow the passage with the yellow light. Drop down and go left, right and right up the ramp. Then follow the curve left, right past a membrane and straight ahead to a level five coffin gate. Break through it to receive Flambeau. Use your teddy bear to go to the Temple of Life.

Temple of Life - SECOND VISIT

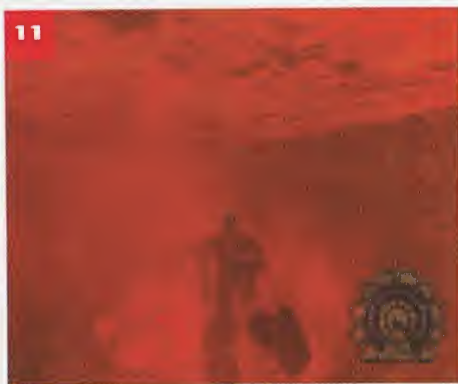
Run across the bridge and go straight ahead until you can't anymore. Then go right, left and follow the passage until you reach the archway. Drop down and go through the small arch on the left, swim through the lava and pull yourself out for a dark soul. Use your teddy bear to return to the Paths of Shadow.

Turn around, climb up the ledge, and go through the level one coffin gate. Drop off the left of the bridge to pass through the level two coffin gate, go through and drop into the pit on the left. Use Baton on the small altar nearby and you will rematerialise in the lava deep into the Paths of Shadow. Climb up the structure and pass through the level seven coffin gate. Follow the path to go to the Lavaducts.

Lavaducts

Go straight ahead, kill the Tommy gun and the chainsaw and climb up the ridge to the left. Climb up onto the lavaduct and follow it in. Kill the two Tommy guns and go up the stairs to the left. Follow the passage head left, kill the Tommy gun and go down the passage to the right. Go through the control room, get the dark soul and use the control panel to unlock the door. Go through the door, kill the two meathooks and the Tommy gun and ascend the stairs to the left. Keep going up the stairs, activate the control panel in the green room, and keep going up the stairs for a teddy bear symbol in the main pump room. (10) Drop into the lava and swim off to the left. Surface, go to the second mechanism and use the engineer's key. Climb up the hatch, use the engineer's key on the mechanism and continue down the stairs. Get the dark soul, use the control panel and leave via the door.

Go back down the stairs, through the control room and lava, and go left and then right down another passage. Go up the stairs, kill the clown and claim the dark soul. Operate the control panel to leave. Kill the three chainsaws and go up the stairs. Go right, through the two doors and into the main pump chamber. Jump onto the stirrer, shoot at the clowns, and let it take you a quarter of the way around to a dark soul. Jump back on the stirrer and go another quarter around. Jump off and go down the stairs to the right. Kill two chainsaws, jump onto the little heap of white sludge, up onto the crates and over to the dark soul. Then drop down and head up the stairs. Go straight ahead



past a massive ramp to a room full of crates, kill three chainsaws, jump on the barrels in the far corner and up onto the crates for a dark soul. Backtrack to the main pump chamber and dive into the lava to the left, swim through the passage, go through the airlock and up the stairs. Drop down into the storeroom, kill the chainsaws, and climb up the boxes (for one jump you will need to jump on top of a barrel). Then jump over the rail, kill the clown and go down the passage for a dark soul.

Backtrack, drop down the hole and swim through the lava, across the main pump chamber, up the airlock, through the green chamber and skirt around the main pump for a dark soul. Drop into the lava and swim through the second passage on the left. At the intersection, swim right (11) and then go through the next passage on the left. Go up through the airlock, down the stairs, out the door and keep going down until you are back to the lava. Use the engineer's key on the mechanism, turn around, climb through the hatch and follow the passage for a dark soul.

Go to the Temple of Prophecy, enter the chamber with the bloody pillar, fight off the sisters, and climb up the bloodfall on the right side of the entry doorway, follow the passage, drop down and pass through the door. Climb to the top of the ramp and use Baton on the altar and you will teleport to another area. Get the dark soul and push the white block before dropping down.

Turn around, climb up the ledge, and go through the level 1 coffin gate. Drop off the left of the bridge to pass through the level 2 coffin gate, go through and drop into the pit on the left. Use Baton on the small altar nearby and you will rematerialise in the lava deep into the Paths of Shadow. Climb up the structure and pass through the level 9 coffin gate. Follow the passage and cross the bridge.

Undercity

Go ahead, kill the shiverers and proceed to the right. At the doorway on the right, two chainsaws will rush you. Kill them and pass by into the darkness (you can light your way with Flambeau or Shadowgun shots). As it lightens up a bit, you will get a teddy bear symbol. Go ahead, kill the two Tommy guns and climb up to the ledge on the right. Turn right, jump up the ridge, over the pipes and over to the ledge. Go through the door, pass through the control room and kill the clowns in the next area. Operate the mechanism below with the engineer's key to power up the dynamo and climb up the stairs to the right. Jump onto the control panels, up onto the ledge and keep circling and ascending until you can jump onto the dynamo blades. Once on the blade, turn to face the direction of rotation, strafe inwards to avoid getting knocked off by the block. When past the block, quickly make your way to the outer edge and jump into the doorway. Follow the passage and you will come to another dynamo room. Drop to the bottom, kill the clowns and operate the mechanism to start the dynamo. Go up the stairs and leap up the ledges to the right. Make your way up to the top blade and jump through the wider doorway.

Follow the passage, kill the clowns, go through the control room and descend the stairs on the left. Follow the passage to the left and go down the stairs for a dark soul. Drop over the railing, go through the door, and you will be in a courtyard. Jump over to the ledge to the left, go through the door, kill the clowns and

activate the mechanism to unlock the door at the other end of the room. Go through the door, through the cage and activate the mechanism to unlock the door there and pass through it. Kill the Tommy guns, go across the walkway, head left, jump over to the next ledge and go through the door. Go through the small control room, jump up the crates and enter the next room with the spiral ramp. At the bottom is a cage that will pants-wettingly open to release a True Form. Kill it for a dark soul. Now use your teddy bear to go to the Cathedral of Pain.

Repo Man

Pass through the second door on the right - it has a lightning bolt symbol above it. Follow the passage, climb the stairs and pass through the portal to Liveside. The best way to defeat Cruz is to pair up your Shadowgun with Asson, and only pop out from cover to fire shots. When he expires, grab the dark soul, and go up the stairs to grab the SMG. Go around the yard to collect some ammo, and then return to the Cathedral of Pain.

Video Nasty Killer

Now go through the first door on the left, designated by crossed spears. Follow the passage, go up to the stairs and pass back to Liveside. Follow the passage, and after the cinematic, make a run for the left side of the room, follow the passage to a desk and grab the MP-909. Get more ammo at the end of the passage, backtrack and shoot the lock off the storeroom. Grab the accumulator inside and go back to face off with Pike. Paired machineguns work well, and finish him off with a shot from the Shadowgun. Take the dark soul and go back to the Cathedral of Pain again.

Jack 2

Go through the second door on the left, kill the Tommy guns on the way and climb to the top of the stairs. Use a retractor on the corpse there and pass through into Liveside. As you arrive in Jack's room, grab the diary, head out the two doors and go right. Follow the passage around until you come to a pool. Dive in and swim through the passage to the left. Surface, follow the passage and jump up to the left at the end of the sewer. Follow the tunnel, go up the spiral staircase and through the door at the top. Go down the short hall, through the door, follow the passage to the left and you will come to a room and receive a teddy bear symbol.



HOW TO GET THE THIRD RETRACTOR

GO TO THE ASYLUM: Undercity and make your way to the second dynamo room. This time, instead of ascending all the way to the top rotors, only go so far as the lower rotors.

Keep your eyes peeled as it spins around, and you will soon see a doorway on the wall. Time your jump into the doorway and follow the passage. You'll run into a few clowns - mow them down and continue through the door and to the left. Follow the path, and soon you will find yourself in another unholy chamber. Ascend the stairs to the altar and claim the third retractor.

TUROK

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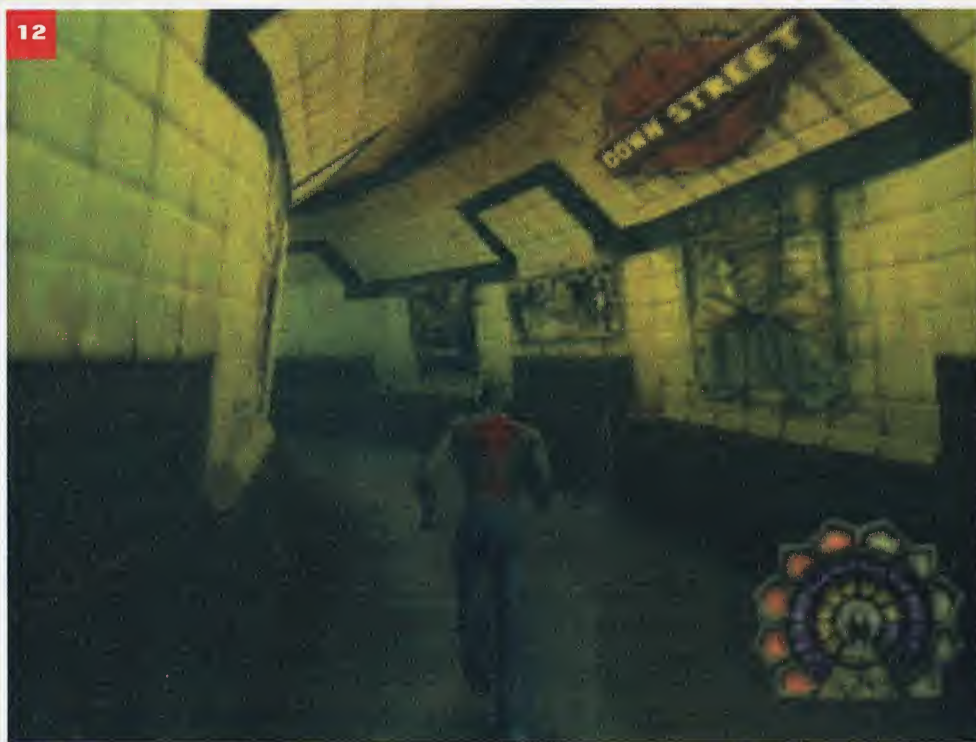
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From the teleport point, kill the dogs and head down the long tunnel to the right. **(12)** When you come to the train, enter the carriage to the right, exit it at the other end and head through the door on the left. Follow the passage until you come to an area with a box - push it and continue along. Drop down the hatch at the end of the passage, turn around and drop down into the room. Be careful when crossing the floor, be careful not to step on the dark brown tiles, as they will give way and drop you into a pit full of dogs. As you get past, follow the passage, go through the door and boost yourself up the ledge. Shoot the dogs in the pit and then jump down and up the other side. Dive into the water and swim down and right. Surface, follow the passage and operate the control panel to open the barrier ahead.

Follow the passage, kill the dog and pass through the open barrier. Enter the lift, turn around and press the button. When the lift reaches the next floor, the cage will disappear

and you can exit the lift. Follow the passage to the right, and when you come to a boxed in room, shoot the boxes to the left, go through and hook around to the right. When you see a boarded up passage on the right, shoot the boards and go through. Pass straight through the carriage ahead, **(13)** head right and then left into the passage and follow it. Drop down the hatch, go through the door, dive into the water and swim up. Kill the dogs, climb up to the ledge, shimmy across to the right and pull yourself up. Turn right, make two jumps, grab onto the ledge and shimmy across right again. At the end of the ledge, jump off the wall to land on the platform and follow the passage. Kill the dogs as you go, shoot the lock off the door to the right and pass through. Head to the left through the columns, shoot the boards and enter the lift. Press the button behind you and as the lift comes to the next floor alight.

Follow the passage to the right until you come to a control panel - activate it. Backtrack to the lift and head down the passage next to it. Push the box, follow the passage to the right and kill the dogs. Climb up onto the walkway and head left through the door. Go straight ahead and you will enter some personal quarters. Go through the door on the right, then right again through the bedroom and straight ahead. You will enter a room with an accumulator on a pedestal, grab it and continue through the door on the left. Go up the ramp and through the passage, then right and dive into the water with the blades. Swim down and to the left, go through the passage and surface.

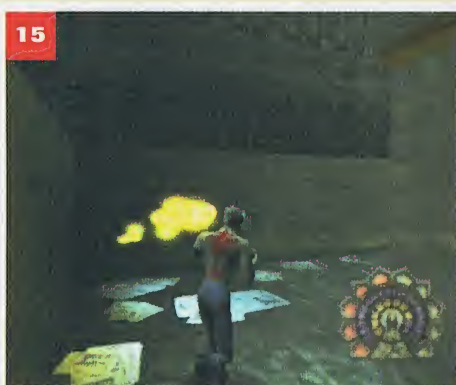
Use the control panel to deactivate the blades and swim back through and haul yourself out to the left. Follow the passage, dive into the water and swim down through two passages straight ahead. Surface, follow the passage and enter the room to battle Jack. Paired machine-guns work a treat, but be careful, he's very agile. To kill Jack, finish him off with the Shadowgun to take his soul, and grab the prism he drops as well.

From the door you came in, go ahead, left, right, ahead, and hug the left wall until you come to a soul gate. Use the prism and pass through to the engine block.

Drop off the walkway to the left, kill the Tommy guns and use the engineer's key on the mechanism. Run back up the walkway and jump over to the passage that has just opened. Follow the passage, drop down, activate the mechanism on the left and then go the other way into the lava. Walk along the lava, kill the clown and boost up onto the platform. Go to the control room ahead, kill another clown and go through the passage on the right. At the end, drop down and you will have to fight two clowns and a True Form. Grab the dark soul it leaves and go through the door. You will come to a caged True Form, kill it as it emerges, take the dark soul and exit through the door behind the cage. Follow the passage and you will come to a room. Go up the ramps, kill the two clowns and activate the control panel to free the True Form. Kill it and take the dark soul. Climb up onto the cage, jump over to the pipe and ascend around the edge of the room, platform to platform. Continue around, kill the clown and enter the passage to the left. Go through the passage, kill the clowns, go through the control room and through the door at the top of the ramp. Go through the short hallway, kill the clown and you will be engine room number 2. Match the levels of coolant to Jack's diary (1 - 2 - 4) to shut down the second piston. Return to the Cathedral of Pain once more.

Home Improvement Killer

Now go through the first door on the right. Follow the passage, climb the stairs, use a retractor on the sacrificial corpse and pass into Liveside. When you materialise, go down the passage to the left. When you come to a room, turn right and boost yourself up through the broken floor. Go through the doorway and go right and then left and follow the dark passage. Go through the door on the left to face 'Tim Allen'. He'll flee off into the darkness, and your next task is to turn the power on. **(14)** Go just past the lift to the far left corner of the room, shoot the two boxes and proceed down the hall.



After you go through a room, turn right and you'll come to a locked gate. Shoot off the lock and continue. Shoot the dog, go into the shed and push the box. Turn left, shoot the boards and go down the passage. Go through a couple of rooms, go straight ahead and boost yourself through the broken floor above. Go through the doorway, into the tiled room on the right, shoot the boxes, go through, turn left and pass through the door. On your left a wailer will appear, shoot it and proceed to the right. Go through a room and pause at the doorway. Jump forward at the next doorway, as there is a rotted piece of floor that will give way otherwise. Go through the door on the right, push the box through the doorway on the left, go through the rotted archway and turn right at the hall. Now go right, left, right and straight ahead. When you come to a room go right, then left and curve left into the passage. Shoot away the boxes on the left and pass through the broken wall. Go right, left, shoot the boards

on the right and pass through. When you come to an intersection, head right, go through some tiled rooms, shoot the boards on your left and pass through. In the next room activate the switch to turn the power on.

Now you must backtrack to the lift. Go back through the tiled rooms, follow the hall left, right, through the doorway to the left, your next right and jump over the railing. Go straight over to the lift, enter, turn around and press the button. When the lift stops, turn around and exit it. Turn left, follow the path, jump over the gap and go through the doorway on the left at the end. Follow the hall to the right, go through a few rooms, jump over the gap in the doorway and continue along. Shoot the boxes that block the hall as you go and pass through the door on the right at the end. GO through a few more rooms and you will find an accumulator on a box. Take it and continue on. In the next room, hook around to the right, follow the passage (15), wade through the blood to the left and climb the bloodfall. Hug the right wall all the way through the twisting tunnels (you'll get a glimpse of the gimp on the way through) and you'll come to some personal quarters. Arm up with paired machine guns and head left, left again and right into a bathroom. GO through the door on the right and follow the dark passage to the attic - you'll find Tim here. Mow him down and claim the dark soul with the Shadowgun. Get the soul and the prism that he drops. Now go through the passage on the right, follow it to the end and use the prism on the Soul Gate and enter it.

You'll come out in the engine block with a

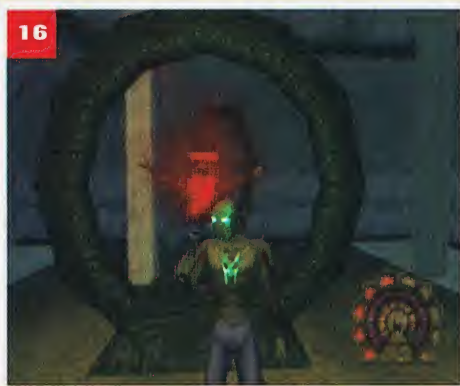
clown on a ledge each side of you - kill them and jump up to the left and operate the control panel. Jump onto either one of the ramps on the side and run up and kill the Tommy guns. At the top of the ramp, jump onto the cable and swing across to the other side. Head right, follow the passage and drop down into the room. Go up the ramp ahead, kill the clown and activate the mechanism to the right. This will open the cages and let out two True Forms. Kill them both for two dark souls. Go through the large passage at the end of the room, turn right and go through the door at the end. Pass through a small control room and run straight down the caged hall, killing a meathook on the way. Jump up into the passage on the right, follow it and drop into the room at the end. Go through the door on the right, down the passage and you will come to engine room number 3. Change the coolant levels to 3 - 1 - 2 to shut down the third piston. Now use your teddy bear to go to the Cathedral of Pain.

Lizard King

Go straight ahead, kill the two Tommy guns and go through the door with the lizard marking. Keep going straight ahead, kill the three Tommy guns guarding the stairs, ascend to the top, use a retractor on the corpse and pass through to Liveside. (16)

Go down the passage to the right, killing any zombies on the way. You'll come to a large room - kill some more zombies. Turn left and go through the door on the left. Follow the passage to a yard and go into the room on the right. Take the prison card, use it on the card slot and kill any zombies that attack. Go back to the large room and go down the far passage. Out in another yard a helicopter will attack you. If you keep behind it and fire constantly you should have no trouble blasting it out of the sky. Go up the ramp on the left and turn left into the passage there. Turn right at the bottom of the stairs, and at the end is a card slot. Use the card on it and kill the zombie that attacks. Turn right and run straight through the yard to the passage in front of you. Head down and take a right at the intersection and continue until you come to another intersection. Turn right, go to the end of the hall and up the stairs on the left. Follow the passage, go down the stairs, run through the yard, into the room and use the card slot. Turn around, kill any zombies that have risen and run all the way back to the first intersection and turn right. Follow the passage and you will find yourself in Cruz's yard.

Go up the stairs on the right and follow the passage to the right all the way to the end. Use the card slot and run back along the passage



until the first right turn. Follow the passage to the right and proceed through the kitchen killing zombies. At the end, jump up through the hole in the ceiling, follow the passage and drop into another yard. Kill some zombies, use the card slot in the room to the right and go through the opened gate on the left. Now go back through Cruz's yard and all the way back to the yard where the helicopter was, into the passage, left at the card slot, right at the next turn and past the soul schism. You will be back at Pike's room. Go down the passage to the left again and pass through the open doorway at the end and drop down. Kill some zombies and follow the passage all the way around to a card slot. Use it, and backtrack along until you can go through a door on your right. Go up the stairs past the loony bins killing any zombies you encounter and follow the passage left, and then slightly to the right and ahead when you come to an intersection. Go into the chapel, kill the zombie and grab the accumulator on the altar. Leave the chapel and pop into the small room to the left and activate the card slot. Now head out and to the right, and follow the long passage on, killing any zombies you encounter. Go down the stairs on the left and turn left at the next intersection. Straight down the passage you will run into Batrachian and get a teddy bear symbol. **(17)** Whip out the twin machine guns to wear him down and finish him off with your Shadowgun. Grab the dark soul and the prism.

Now go back to the Playrooms. Kill the Tommy gun, go through the archway ahead and into the door on the left. Now go through to a large chamber and enter the first door on the left. Kill the clown and go past the dynamo to the strange machines on the far wall. Use three accumulators on the middle one and the fourth one on either of the machines to the side. This will give you the Violator with 999 rounds of ammo. Now return to Gardelle County Jail.

Go into the room ahead and to the left. Use the card slot and then follow through the passage in the opposite room to a soul gate. Open it with the prism and pass through.

Once in the engine block, there will be a



massive locked door in front of you. To open it, go to the alcove at each side of the chamber, kill the Tommy gun and clown and operate the mechanisms. Once this is done, proceed through and you will see two Tommy guns on a ledge above another massive door. Snipe one and meet the other halfway up the ramp to the right. Continue up the ramp, follow the passage and go through the door at the end. Kill the clown in the control room and operate the control panel in the far corner - this will free the True Forms just outside. Go down the ramp outside and kill them both to claim two dark souls. Now go to the far end of this room, operate the mechanism and go back to the first cage. Jump to the top via the pile of boxes, and then jump across the cages, jump over and grab onto the ledge and shimmy to the left. Go through the passage and when you come to a chamber, jump onto the massive bar in front of you. Run along to the left, jumping over the spikes. Climb up into the control room, kill the clown, operate the mechanism and continue along the passage. Drop into the room at the end and go to the ramp to the right. The True Form will escape from its cage - kill it, get the dark soul and continue up the ramp. Enter the control room, kill the clown and activate the mechanism. This will move a massive cage onto the mound downstairs. Drop down, enter the cage and the crane will move you to another room.

Leave the cage and run up the ramp ahead. Use the mechanism and activate the control panel on the right to open the passage and release the True Form downstairs respectively. Drop down, kill it, get the dark soul, go back up the ramp and through the passage on the right. Go through the control room, killing

the two clowns, through another short passage and you will be in engine room 4. Change the levels of coolant to 2 - 4 - 5 to shut down the fourth cylinder. Now use your teddy bear to go to the Cageways.

The Engine Block via Cageways

Go up the ramp, kill the Tommy gun, enter the carriage and activate the control. This will take you to the engine block. Leave the carriage, go down the ramp and up the opposite ramp. Follow the passage and go through the door to enter the main engine room. Turn left, go up the ramp and through the door on the left. Go through a small room, then drop into the pit, kill the clowns, climb up the ramp behind you and shimmy across the gap on the cable. Head left and down the ramp, kill two clowns and pass through the door. Run through the control room, up the ramp and through a couple more small rooms. You will now be in engine room 1. Change the levels of coolant to 5 - 5 - 5 (all the way up) to shut down the last piston. Now backtrack to the main engine room and pass through the inoperative engine and climb up the ramp on the other side. Go through the cage room and through the door at the end.

The Final Showdown

Follow the passage to face off with Legion. At first he assumes a human form. **(18)** Just keep circle strafing and shooting him with your Shadowgun and he'll soon collapse. But he has just begun to fight - Legion will assume a hideous demonic form, somewhere between a scorpion and a squid, and fly about firing various rays and homing missiles at you. **(19)** Drop down to the bottom and keep moving to avoid the rays and alternate between circle strafing forward and backward to escape the homing missiles. Pair up your Shadowgun with the Violator to turn his ass into a colander - and - you've done it - you are the Lord of Deadside.



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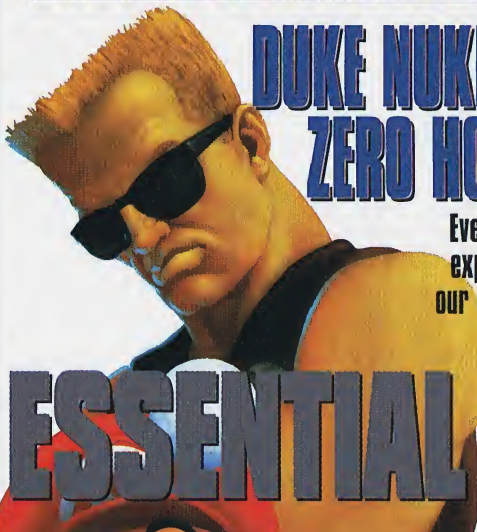
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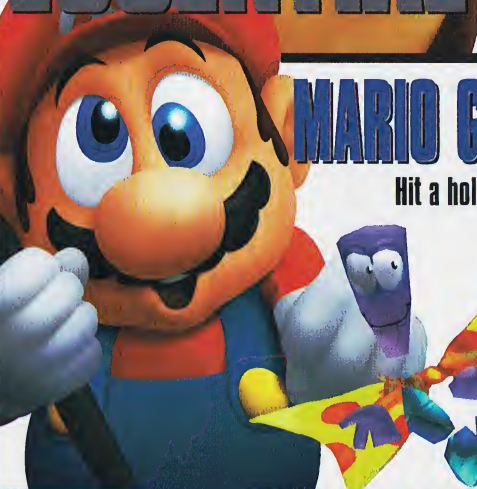
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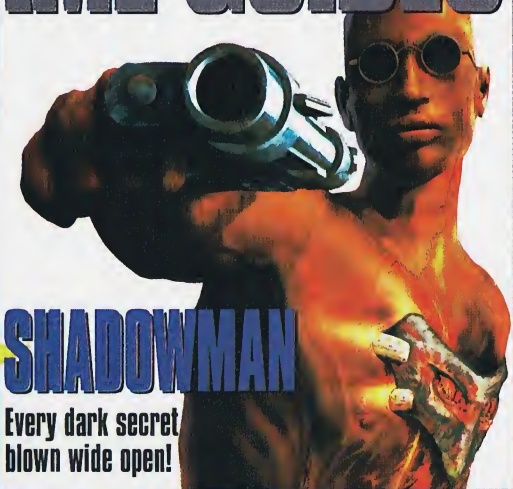
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Jet Force Gemini

Key Locations:

Juno

Yellow Key: Goldwood, Outset (hidden in a box in the caves)

Red Key: Goldwood, Outset (receive from Magnus)

Blue Key: Sekhmet, Battle Cruiser (lava pit, through pipe)

Green Key: Sekhmet, Battle Cruiser (jetpack room)

Magenta Key: Eschebone, Thorax (left intestine)

Vela

Yellow Key: Cerulean, Dune (holding room)

Red Key: Sekhmet, Battle Cruiser (receive from mole)

Blue Key: Eschebone, Thorax (underwater)

Green Key: Sekhmet, Battle Cruiser (jetpack room)

Magenta Key: Eschebone, Thorax (left intestine)

Lupus

Yellow Key: Spawn Ship, Troop Carrier (sewer pipe)

Red Key: Spawn Ship, Troop Carrier (cargo sewer)

Green Key: Sekhmet, Battle Cruiser (jetpack room)

Magenta Key: Eschebone, Thorax (left intestine)

Ants into Pants Cheat

This cheat turns all the enemy drones into stick figures with big pants. "Ants into Pants" becomes available in the Cheats menu (located under Options) as soon as you have collected 300 enemy heads.

Change Characters on Map Screen

There is no need to go to the Character Screen if you need to quickly change characters when selecting a new world to fly to. You can change your character on the map screen, too. Simply use the C Buttons to switch the player icons in the corner until you've got the character you want

Hidden Multiplayer Stages and Modes

Most of the multiplayer modes have to be unlocked before you

can play them, including the target ranges, the 2D Super Sprint clone and the 3D racing game. Here's how you can get them:

King of the Hill

Location: Cerulean Holding Room

Type: Totem Pole

Character: Any

Requirements: None

Rith Essa Mine Stage

Location: Walkway Station

Type: Totem Pole

Character: Any

Requirements: Powered (jetpacks)

Goldwood Target Range

Location: Goldwood

Type: Floyd Mission Award

Character: Floyd

Requirements: Get Gold on Goldwood Floyd Mission

Jeff & Barry Arcade Racing

Location: Ichor Arcade

Type: Arcade Score Reward

Character: Any

Requirements: Come in first on Jeff & Barry Arcade Racing

Greenwood Village Race Track

Location: Ichor Arcade

Type: Arcade Score Reward

Character: Any

Requirements: Break the top records on both Jeff & Barry arcade machines.

Mizar 3D Racer

Location: Mizar's Palace

Type: Race Award

Character: Any

Requirements: Come in first in the Mizar races.

Jet Force Kids Cheat

Collect 200 ant heads to unlock the Jet Force Kids cheat, which can be activated from the Cheats/Options menu. This cheat will turn the game's main characters into kids.

Jetpack Tip

Another little feature not mentioned in the manual: use the C Down button to hover in place when using the jetpacks. It only uses half the fuel.

Let Floyd Help

If you want to save on ammo, use



Floyd (even if a second player is not available). Find a hiding place, like a crate or a rock, stand behind it and press START on the second controller to activate Floyd (once you have put him together on Tawfret). Now shoot down your enemies from a safe distance, without wasting any ammo. Do the same if you want to take out crates. You can also use Floyd to snipe (even when you don't have sniper rifle ammo). When playing with two players, player one can hide behind a box and zoom in on far away enemies with the sniper rifle. Whether player one has a clear line of fire or not, Floyd's higher up position ensures that player two can do the work, without wasting ammo.

Rainbow Blood Cheat

Collect 100 ant heads of any color to unlock the rainbow blood cheat. You can activate this cheat by going to the Cheat Menu, which is located in the options.

Reach High-Up Gems

In order to grab the many health gems located in seemingly unreachable areas (such as on the SS Anubis generators or on beams in the cave levels) shoot them using your pistol or machine gun. If you hit them correctly, they will move and slide down to your level.

Secret Flamethrower Ammo

If you're low on Flamethrower ammo, look for Tribals that carry lanterns. Shoot these Tribals once

to make them drop their lanterns (be careful not to kill them), then pick them up to use the fire as Flamethrower ammo

Selective Ammo

If you're running low on ammo for the Shotgun, Pistol or Machine Gun, select the weapon you want to refill (even when it's empty) when collecting weapons from dead enemies. This will automatically give ammo to the weapon you picked. This strategy is invaluable to keep your Machine Gun ammo count high.

Special Item Locations

Jet Force Gemini contains a number of special items in addition to the regular power-ups such as gems, backpacks and Gemini Holders. This listing tells you what the items can be used for and where to find them.

Fish Food

Where: Goldwood, first area after landing pad (treasure chest). One of the first secrets in the game can be accessed right from the Goldwood entry area, even before you enter the Outset zone. Look for a secret passage near the right rock wall. Behind it, you will find the fishpond and a treasure box that contains fish food. Although it's listed among your weapons, the fish food is hardly lethal. You can use the fish food to feed the fishes or other hungry creatures, such as the creepy maggots or Flopsy the dog (which keeps them from attacking you). The food



can also be used to distract your enemy or to detonate proximity mines without wasting any ammo.

Ear Plugs

Where: SS Anubis, Hold (Floyd Mission). The ear plugs are the per-

fect protection for sensitive ears, especially when around noisy Tribals - but the Jet Force team can't use them. To get the ear plugs, get a Gold or Expert rating in the Floyd mission in the Hold area of the SS Anubis. Once you have access to

the Water Ruin stage, bring the Ear Plugs to Ivana the Bear.

Pants

Where: Tawfret, Bridge (on top of a tree). In this desolate swamp haunted by zombie drones and giant beetles, a pair of shorts hangs from a tree. Bring them to their rightful owner, Gimlet, who is waiting in the same stage.

Crowbar

Where: Tawfret, Bridge (from Gimlet). This handy tool lets you open the heavy trap doors on Tawfret and Walkway. To get it, bring the pants back to Gimlet.

Jeff & Barry II Arcade Chip

Where: Ichor, Military Base (Floyd Mission). Only if you have found this circuit board can you play the Jeff & Barry II racing game in the nightclub arcade on Ichor (Jeff & Barry I can be played without it). Get a Gold

rating in the Ichor Military Base Floyd Mission.

Specialist Magazine

Where: Eschebone, Cortex. Cough. We know where you can find it, if you want it. Go to Eschebone's Cortex stage to find it, then bring it to Fernando who is hanging out on Rith Essa (Bluff). Fernando will give you the Mine Key in return for the magazine.

Mine Key

Where: Rith Essa, Bluff. You need this key in order to get into the Rith Essa mines. Once you've got the Specialist Magazine from Eschebone, visit Fernando and trade it against the key.

Gold Bars

Where: Celulean, Dune. Look for three gold bars in the Cerulean outdoor area. You can use them as payment for Fish Face's Tri-Rocket Launcher in the same level.

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PlayStation

- 366 MLB 2000
- 367 NFL Xtreme 2
- 368 Asterix
- 369 Bugs Bunny Lost in Time
- 370 Triple Play 2000
- 371 Driver
- 372 WWF Attitude
- 373 Bust-a-Move 2
- 374 Alone in the Dark 2
- 375 Andrei Racing
- 376 Anamniacs: Ten Pin 2
- 377 Apocalypse
- 378 Armoured Core
- 379 Armoured Core 2
- 380 Army Men 3D
- 381 Aryton Senna Kart Duel
- 382 Assault Rigs
- 383 Assault: Retribution
- 384 Asteroids
- 385 Auto Destruct
- 386 Azure Dreams
- 387 B Movie
- 388 Battle Arena Tosh 3
- 389 Battle Arena Tosh 2
- 390 Beast Wars: Transform
- 391 Bio Frenks
- 392 Blast Chamber
- 393 Blast Radius
- 394 Blasto
- 395 Blood Omen
- 396 Bloody Roar
- 397 Bloody Roar 2
- 398 Bomberman World
- 399 Brain Dead 13
- 400 Brigadine
- 401 Bubsy 3D
- 402 Bushido Blade 2
- 403 Bust-a-Move 4
- 404 C. Contra Adventure
- 405 Capcom Gen. 2
- 406 Cardinal Sin
- 407 Cart World Series
- 408 Circuit Breakers
- 409 Code Name: Tenka
- 410 Colin McRae Rally
- 411 Colonisation
- 412 Colony Wars
- 413 Colony Wars: Veng.
- 414 Command & Conquer

- 415 C & G: Red Alert
- 416 Centender
- 417 Contra: Legacy of War
- 418 Cool Boarders 2
- 419 Cool Boarders 3
- 420 Courier Crisis
- 421 Crash Bandicoot 1
- 422 Crash Bandicoot 2
- 423 Crash Bandicoot 3
- 424 Crime Killer
- 425 Croc: Legend
- 426 Crusader: No Remorse
- 427 Cyberdroid
- 428 Dark Forces
- 429 Dead in the Water
- 430 Dead or Alive
- 431 Death Trap Dungeon
- 432 Decent
- 433 Defcon 5
- 434 Destruga
- 435 Destruction Derby 2
- 436 Diaho
- 437 Die Hard Trilogy
- 438 Dragon Seeds
- 439 Duke Nukem: Time to Kill
- 440 Duke Nukem: Meltdown
- 441 Dynamite Boxing
- 442 Elemental Gearbolt
- 443 Eliminator
- 444 ESPN Xtreme Games
- 445 Everybody's Golf
- 446 FIFA 98
- 447 FIFA 99
- 448 Fighting Force
- 449 Fighting Illusion: K1-Rov
- 450 Final Doom
- 451 Final Fantasy 7
- 452 Fisherman's Bait: A Bass
- 453 Formula 197
- 454 Formula 198
- 455 Formula 199
- 456 Formula 2000
- 457 Forsaken
- 458 Frenzy
- 459 Future Cop L.A.P.D.
- 460 G Darius
- 461 G. Police
- 462 Go: Enter the Gecko
- 463 Gex 3: Deep Cover Gecko
- 464 Ghost in the Shell
- 465 Gran Turismo
- 466 Grand Theft Auto
- 467 Grand Tour Racing 98
- 468 Guilty Gear

- 469 Heart of Darkness
- 470 Hot Shots Golf
- 471 I.S. Soccer Pro 98
- 472 Independence Day
- 473 Indy 500
- 474 J. McBrath Super X 98
- 475 Jet Moto 2
- 476 Judge Dredd
- 477 K-1 Arena Fighters
- 478 Kagero Deception 2
- 479 Klonoa
- 480 KnockOut Kings
- 481 Krazy Ivan
- 482 Kula World
- 483 LEGEND
- 484 Lobo Grande
- 485 M.K. 4
- 486 M.K. Mythology
- 487 M.K. Trilogy
- 488 Madden NFL 98
- 489 Madden NFL 99
- 490 Mass Destruction
- 491 Max Force
- 492 Max Power Racing
- 493 MDK
- 494 Medievil
- 495 Megaman Legends
- 496 Mervel 5 Hero's V's St. Fight
- 497 Metal Gear Solid
- 498 Metal Slug
- 499 Micro Machines V3
- 500 Military Madness
- 501 Monster Trucks
- 502 Moto Racer
- 503 Moto Racer 2
- 504 Motorhead
- 505 MTB Dirt Cross
- 506 N2O - Nitrous oxide
- 507 Nascar 98
- 508 Nascar 99
- 509 NBA Live 98
- 510 NBA Live 99
- 511 NBA Shoot Out 98
- 512 Need for Speed 2
- 513 Need for Speed 3
- 514 Need For Speed: High Stakes
- 515 NFL Blitz
- 516 NFL Gameday 98
- 517 NHL 98
- 518 NHL 99
- 519 NHL Face Off 98
- 520 NHL Powerplay 98
- 521 Ninja: Shadows

- 522 Nuclear Strike
- 523 D.D.T.
- 524 Oddworld: Abe's Exodius
- 525 Oddworld: Abe's Odd.
- 526 One
- 527 Pandemonium 1
- 528 Pandemonium 2
- 529 Parasite Eve
- 530 Pitt Fall 3D
- 531 Pappara The Rapper
- 532 Pocket Fighter
- 533 Porsche Challenge
- 534 Pocket Fighter
- 535 Popsicle Challenge
- 536 Poy Poy
- 537 Psydoack
- 538 Rampage 2: Universal
- 539 R-Type Delta
- 540 R-Type
- 541 Rally Cross
- 542 Rally Cross 2
- 543 Rally to Africa
- 544 Rapid Racer
- 545 Rayman
- 546 Rebel Assault 2
- 547 Red Asphalt
- 548 Reloaded
- 549 Resident Evil 2
- 550 Resident Evil: D.C.
- 551 Ridge Racer Rev.
- 552 Rival Schools
- 553 Rival: Sequel to Myst
- 554 Road Rash 3D
- 555 Rollo
- 556 Rouge Trip: 2012
- 557 Rugrats: Search Reptar
- 558 Running Wild
- 559 SCARS
- 560 Shadow Master
- 561 Shane Warne 99
- 562 Side Pocket 3
- 563 Silent Hill
- 564 Sim City 2000
- 565 Skull Monkeys
- 566 Small Soldiers
- 567 Smash Court 2
- 568 Soul Blade
- 569 Soviet Strike
- 570 Spice World
- 571 Spyro the Dragon
- 572 Star Wars: Masters of Ter.
- 573 Steel Rain
- 574 Street Fighter Alpha 3
- 575 Street Fighter Coll 2
- 576 Street Fighter X-Alpha

- 577 Street Racer
- 578 Street Skater
- 579 Synfon Filter
- 580 Tales of Destiny
- 581 Tekken 2
- 582 Tekken 3
- 583 Ten Pin Alley
- 584 Tenchu
- 585 Test Drive 4
- 586 Test Drive 5
- 587 Test Drive Off Road
- 588 Test Drive Off Road 2
- 589 Tetris Plus
- 590 The Fifth Element
- 591 The Last World
- 592 The Unholy War
- 593 Theme Hospital
- 594 Theme Park
- 595 Thrill Kill
- 596 Thunder Force 5
- 597 Tiger Woods 98
- 598 Time Crisis
- 599 Total 2
- 600 Toca Touring Car
- 601 Toca Touring Car 2
- 602 Tokyo Highway Battle
- 603 Tomb Raider
- 604 Tomb Raider 2
- 605 Tomb Raider 3
- 606 Tomb Raider
- 607 T. Madkins World Rally
- 608 Treasures of the Deep
- 609 Triple Play 98
- 610 Triple Play 99
- 611 Twisted Metal 2
- 612 Twisted Metal 3
- 613 V Rally
- 614 V's
- 615 Vigilante 8
- 616 VMX Racing
- 617 VR Powerboat Racin
- 618 War Games: Defcon 1
- 619 WarCraft 2
- 620 Warhammer
- 621 WCW Nitro
- 622 WCW/NWO Thunder
- 623 WCW V's The World
- 624 Wild 9
- 625 Wild Arms
- 626 Wipeout 2097
- 627 WWF in Your House
- 628 WWF War Zone
- 629 X-Men V's St. Fighter

- 630 NHL 99
- 631 NHL Breakaway 98
- 632 NHL Breakaway 99
- 633 Nightmare Creatures
- 634 Offroad Challenge
- 635 Quake 64
- 636 Quest 64
- 637 Rampage World Tour
- 638 Rampage 2: Universal Tour
- 639 Robotron X
- 640 Rush 2: Extreme Racing USA
- 641 S.C.A.R.S.
- 642 San Fran Rush
- 643 Snowboard Kids
- 644 SouthPark
- 645 Space Station: Silicon Valley
- 646 Star Wars: Rogue Squadron
- 647 Star Wars: Shadows
- 648 Super Mario 64
- 649 Tetrisphere
- 650 Top Gear Overdrive
- 651 Top Gear Rally
- 652 Turok
- 653 Turok 2
- 654 Twisted Edge Snowboarding
- 655 Vigilante 8
- 656 Warbirds
- 657 Wann Grotski 3D 98
- 658 WCW / NWO Revenge
- 659 World Cup 98
- 660 Wipeout 64
- 661 WWF WarZone

- 662 Soul Calibur (new)
- 663 Super Speed Racing
- 664 Virtua Fighter 3TB

PlayStation NEW!!!

- 416 Jet Moto 3
- 417 Zena Warrior
- 418 GTA II
- 419 Quake II
- 420 Crash Team Racing
- 421 Mission Impossible
- 422 Ace Combat 2: Electrosphere
- 423 Big Air
- 424 CROC 2
- 425 Blood Lines
- 426 Snow Racer 98
- 427 Sports Car GT
- 428 V-Rally 2
- 429 Warzone 2001
- 430 Tony Hawk Pro Skater
- 431 Wipeout 3
- 432 South Park
- 433 Dino Crisis
- 434 WCW Mayhem
- 435 G-Police 2: Weapons of Justice
- 436 Legions of Cain
- 437 Targan

NINTENDO 64 NEW!!!

- 391 In-Fisherman Bass Hunter 64
- 392 All-Star Baseball '99
- 393 Mario Golf
- 394 Monster Truck Madness 64
- 395 Seattle Adventure Racing
- 396 Fighting Force 64
- 397 WWF Attitude
- 398 Super Smash Brothers
- 399 World Driver Championship
- 400 STAR WARS: Episode 1-Racer
- 401 Quake 2
- 402 Superman
- 403 Duke Nuke: Zero Hour
- 404 Road Rash 64
- 405 Army Men: Sarge's Heroes
- 406 WCW Mayhem
- 407 Gauntlet Legends
- 408 A Bugs Life
- 409 Re-Volt
- 410 Rugrats: Scavenger Hunt

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have come up with a fantastic bundle of prizes this month. We have **TEN** prize packs, each with a copy of the brilliant Rayman 2 game, an inflatable chair, a stop watch, a water filled pen, a bubble faced watch and a pair of shoe laces. If you subscribe to N64 Gamer magazine this month, you'll automatically enter



our competition to win a pack full of these Rayman goodies (each pack is valued at \$182.95).

WINNERS from issue #21

1. Jonathan Wiltshire, NSW
2. Matthew Elmes, SA
3. Chris Wright, QLD



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N64 Gamer

Buyer's Guide



The essential N64 checklist. Don't buy anything without checking its score here first.

INDEX



Essential Purchase

Good Buy

Not Bad

Absolute Tosh

40 Winks



Reviewed Issue #22
3D Platform • ↑↑ **Overall 79%**
GT Interactive • Rumble • \$99.95
• Vibrant and crisp visuals, interesting locations, two player co-operative gameplay (letting you run anywhere) and a variety of different characters you can change into, make this an above average platformer.

Airboarders

Reviewed Issue #06
Racing/Sports • ↑↑ **Overall 53%**
Nintendo • No Rumble • \$79.95
• The idea of scooting around on hover boards is great but dull gameplay makes this a poor purchase.

All Star Baseball 2000



Reviewed Issue #16
Baseball • ↑↑↑↑ **Overall 91%**
Acclaim • Rumble • \$99.95
• This is probably the best sports game on the N64. Incredible visuals, detailed options, near-perfect gameplay and the new replay mode make this a great experience. Fantastic.

All Star Tennis

Reviewed Issue #12
Sports • ↑↑↑↑ **Overall 59%**
Ubi Soft • Rumble • \$99.95
• The N64's first tennis game can only be seen as a letdown. Some nice ball physics and reasonable gameplay are let down by poor visuals and dodgy collision detection.

Army Men: Sarge's Heroes

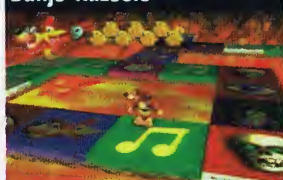


Reviewed Issue #22
Shooter • ↑↑↑↑ **Overall 82%**
Nintendo • Rumble • \$99.95
• There are plenty of tough objectives and meaty weapons to make this toy soldier shooter highly enjoyable. Be warned that the sluggish controls make it more about thinking than reflexes.

Automobili Lamborghini

Reviewed Issue #01
Racing • ↑↑↑↑ **Overall 81%**
GT Interactive • Rumble • \$99.95
• Slick visuals and solid gameplay. Unfortunately, twitchy controls and a lack of real speed prevent this from being a great game. Still, it's a lot better than most N64 racers.

Banjo-Kazooie



Reviewed Issue #07
3D Platformer • ↑ **Overall 95%**
Nintendo • Rumble • \$79.99
• One of the best looking and most enjoyable games. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end.

Bass Hunter 64



Reviewed Issue #20
Sports sim • ↑↑ **Overall 52%**
Nintendo • Rumble • \$99.99



1080 Snowboarding

#5 • Racing • ↑↑ • Nintendo • Rumble • \$99.95 **Overall 93%**
• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics make this game a dream to look at and it handles just like you'd expect a real snowboard to feel. A definite purchase, even for those who don't like the sport.

• This game will appeal only to a small niche of gamers. There's nothing in this game that makes it 'more' fun than actual fishing. Leans terribly on the boring side.

BattleTanx

Reviewed Issue #15
Simulation • ↑↑↑↑ **Overall 74%**
3DO • Rumble • \$99.95
• The action in the single player game is very repetitive and will not entertain for long. There is, however, a lot of enjoyment to be had from the multiplayer tank battles.

Beetle Adventure Racing



Reviewed Issue #15
Racing • ↑↑↑↑ **Overall 91%**
Electronic Arts • Rumble • \$79.95
• That's right boys and girls. There's a new best racer in town. It may lack the high performance cars but it does how-

ever have a lot of a small word called "fun".

Bio Freaks



Reviewed Issue #06
Fighting • ↑↑ **Overall 63%**
GT Interactive • No Rumble • \$99.95
• One of the most violent and bloodthirsty games on any console, Bio Freaks is an average mix of air and land-based 3D fighting.

Body Harvest



Reviewed Issue #09
3D Shooter • ↑ **Overall 68%**
Gremlin • Rumble • \$99.95
• On your time travelling, alien slaying mission you get to con-

trol over 60 different vehicles. Nice ideas are ruined by the game's sloppy 3D engine.

Bomberman Hero

Reviewed Issue #09
3D Platform • ↑ **Overall 43%**
GT Interactive • Rumble • \$99.95
• Bomberman's famous multiplayer mode has been removed in favour of this incredibly dull platforming action. Steer clear.

Buck Bumble



Reviewed Issue #09
3D Shooter • ↑↑ **Overall 71%**
Ubi Soft • No Rumble • \$99.95
• The game provides a great mix of 3D flying and shooting action. It's not as good as Lylat Wars but fans of the genre will enjoy it.

California Speed

Reviewed Issue #15
Racing • ↑↑ **Overall 54%**
GT Interactive • Rumble • \$99.95
• What do you get when you take the San Francisco Rush games and put them in a variety of outlandish courses based around famous locations in California? A dull game!

Carmageddon



Reviewed Issue #16
Racing • ↑↑ **Overall 81%**
Ozisoft • Rumble • \$99.95
• There's some great fun to be had making messy roadkill of the various zombies and some of the weapons are a laugh but the novelty value does tend to wear off quickly.

Castlevania



Reviewed issue #14
3D Platform • ↑ **Overall 87%**
GT Interactive • Rumble • \$99.95
 • Konami have updated their classic 2D platforming gameplay by introducing an epic quest and a sprawling 3D world to explore.

Chameleon Twist 2

Reviewed issue #15
3D Platform • ↑ **Overall 52%**
Playcorp • Rumble • \$99.95
 • Hmmmm. How can I put this nicely? Chameleon Twist 2 is gameplay-challenged. This game is better than Duel Heroes.

Chopper Attack

Reviewed issue #08
3D Shooter • ↑ **Overall 65%**
Midway • Rumble • \$99.95
 • The 3D version of the Desert Strike series, Chopper Attack features good 'shoot 'em up gameplay', but lacks anything really exciting.

College Hoops

Reviewed issue #13
Basketball • ↑↑↑↑ **Overall 23%**
Nintendo • No Rumble • \$99.95
 • The players look pathetic, and the gameplay is atrocious. If you want a basketball game, pick one of the N64's 3D platformers at random and it will be better than this.

Command & Conquer



Reviewed issue #19
Strategy • ↑ **Overall 79%**
Nintendo • Rumble • \$99.95
 • A perfect conversion of the PC classic. C&C lets you control an entire army. Although a little fiddly with the analogue stick, this game is well worth the purchase for strategy buffs.

Crusin' World

Reviewed issue #08
Racing • ↑↑↑↑ **Overall 69%**
Nintendo • Rumble • \$79.95

• Better than the original Crusin' USA in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore.

Diddy Kong Racing



Reviewed issue #01
Racing • ↑↑↑↑ **Overall 92%**
Nintendo • Rumble • \$79.95
 • DKR's single player game surpasses Mario Kart's in every way but, unfortunately, the multiplayer mode doesn't offer anywhere near as much fun. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game.

Dual Heroes

Reviewed issue #05
Fighting • ↑↑ **Overall 18%**
Nintendo • No Rumble • \$59.95
 • This game hasn't been given the title of 'worst Nintendo game ever' for nothing. Ugly textures, horrid character design and earplug inducing sounds. Yuk!

Duke Nukem: Zero Hour



Reviewed issue #19
3D Shooter • ↑↑↑↑ **Overall 83%**
GT Interactive • Rumble • \$99.95
 • Duke Nukem tries it Lara Croft style in his new 3rd-person adventure. The game's Duke-humour is rife with sexual innuendo and an abundance of blood letting. Cool!

Extreme G 2



Reviewed issue #10
Racing • ↑↑↑↑ **Overall 71%**
Acclaim • Rumble • \$99.95
 • As a racing game Extreme G 2 is beaten by Wipeout and F-Zero X in every single aspect. Graphics, gameplay

and sound are inferior, but there's some appeal to be found for fans.

F1 World Grand Prix

Reviewed issue #08
Racing • ↑↑ **Overall 89%**
Nintendo • Rumble • \$79.95
 • Gamers searching for the ultimate F1 simulation need not look any further.

F1 World Grand Prix 2



Reviewed issue #19
Racing sim • ↑↑ **Overall 92%**
Paradigm • Rumble • \$99.95
 • Basically a clone of its prequel, this racer boasts very few unique or new features. That said, this game's worth the purchase for anyone who doesn't own the original.

F-Zero X



Reviewed issue #08
Racing • ↑↑↑↑ **Overall 92%**
Nintendo • Rumble • \$99.95
 • Fast, furious gameplay combined with the smoothest visuals in any racing game on the N64 (60 frames per second) make this one hell of a

ride. The multiplayer mode is brilliant.

FIFA '99



Reviewed issue #13
Soccer • ↑↑↑↑ **Overall 90%**
Electronic Arts • Rumble • \$99.95
 • Beautiful hi-res graphics, smooth control, a huge list of options and excellent sound make FIFA '99 the best soccer game for the N64.

FIFA: Road to World Cup '98

Reviewed issue #08
Soccer • ↑↑↑↑ **Overall 83%**
Electronic Arts • No Rumble • \$99.95
 • A quality soccer game but you're better off with the sequel.

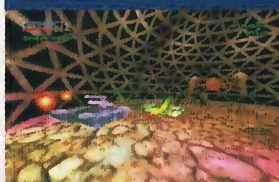
Fighters Destiny

Reviewed issue #02
Fighting • ↑↑ **Overall 82%**
Roadshow • Rumble • \$99.95
 • The game has plenty of fighting action but it lacks flashy moves. Only consider it if you've got Mace and MK4.

Fighting Force

Reviewed issue #18
Fighting • ↑↑ **Overall 68%**
Nintendo • Rumble • \$99.95
 • The idea of a scrolling 3D beat 'em up is a great idea, but sluggish and repetitive gameplay make this a tedious experience. Steer Clear.

Forsaken



Reviewed issue #04
3D Shooter • ↑↑↑↑ **Overall 83%**
Acclaim • Rumble • \$99.95
 • Forsaken is an enjoyable blast fest that takes you through a robot-controlled future. However, the gameplay doesn't compete with the likes of Goldeneye and Turok 2.

GASP

Reviewed issue #09
Fighting • ↑↑ **Overall 19%**
GT Interactive • No Rumble • \$99.95
 • Strong competition for Dual Heroes' title as the worst game on the N64.

Gex

Reviewed issue #09
3D Platform • ↑ **Overall 61%**
GT Interactive • No Rumble • \$99.95
 • In the land of Marios and Banjos, Gex doesn't really size up. 3D graphics that can only be labelled as ordinary and the gameplay's fairly monotonous.

Gex 3: Deep Cover Gecko



Reviewed issue #22
3D Platform • ↑ **Overall 66%**
Ozisoft • Rumble • \$99.95
 • A very limited amount of moves, simplistic controls and irritating wisecracks make this a very dull experience.

Glover



Reviewed issue #11
3D Platform • ↑ **Overall 83%**
Nintendo • No Rumble • \$99.95
 • The aim of this original platformer is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. Too frustrating.



Gauntlet Legends

#20 • Adventure • ↑↑↑↑ • **Nintendo** • Rumble • \$99.95
 • One of the best titles to grace the N64 since Goldeneye. A game which allows four player cooperative play and the ability to save and develop characters. An essential buy.

Goemon 2

Reviewed Issue #15
Platform • ↑↑ **Overall 75%**
GT Interactive • Rumble • \$99.95
• The 2D platforming action is enjoyable but it won't appeal to players brought up on a diet of mind-blowing 3D extravaganzas.

Golden Nugget

Reviewed Issue #13
Gambling • ↑↑↑↑ **Overall 29%**
Electronic Arts • No Rumble • \$99.95
• A gambling game where you can't win any money? Yeah, I'd spend \$100 on that - NOT!

Goldeneye

Reviewed Issue #01
3D shooter • ↑↑↑↑ **Overall 99%**
Nintendo • Rumble • \$49.95
• The classic 1st-person Shooter that started all the excitement. Mission Impossible and Turok 2 have tried with some success to capture its brilliance but after the dust settles, the truth is: this is still the best action game on the N64. Covert spy techniques and sneaky Bond gadgets draw you into the most enjoyable gaming experience ever. An essential purchase for anyone with two hands.

Holy Magic Century

Reviewed Issue #09
RPG • ↑ **Overall 53%**
GT Interactive • Rumble • \$99.95
• Simple combat and a story that lacks excitement will fail to capture anyone's interest.

Hot Wheels Turbo Racing

Reviewed Issue #22
Racing • ↑↑ **Overall 76%**
Electronic Arts • Rumble • \$99.95
• This game boasts some of the smoothest controls of any racing game. Throw in plenty of



Jet Force Gemini

Overall 95%
#22 • Shooter • ↑↑↑↑ • Nintendo • Rumble • \$79.95
• Rare's typical perfection ensures that this science fiction movie styled game plays like a dream. Three main characters, incredible weapons, a huge adventure and millions of aliens to use for target practice, make this an awesome experience.

spectacular jumps in which you can control the amount of spins you do and you have an enjoyable little racer.

Hybrid Heaven



Reviewed Issue #21
Adventure • ↑ **Overall 81%**
GT Interactive • Rumble • \$99.95
• It has great ideas, like enhancing the strength of body parts according to the moves you choose, and the turn based fighting offers a lot of possibilities, but ultimately it's a bit frustrating and over too quickly.

Int. Superstar Soccer '98

Reviewed Issue #08
Soccer • ↑↑↑↑ **Overall 89%**
GT Interactive • Rumble • \$79.95
• It's not as good as FIFA '99 but the solid gameplay and features like Team Edit provide some interest.

Ken Griffey Jr's Slugfest

Reviewed Issue #17
Baseball • ↑↑↑↑ **Overall 61%**
Nintendo • Rumble • \$99.95
• ASB 2000 is still easily the best baseball game but if you want to have another hit; try this.

Knife Edge

Reviewed Issue #11
Shooter • ↑ **Overall 32%**

Acclaim • Rumble • \$99.95
• The N64's first gun game is a huge disappointment. Incredibly dull point-and-click action will bore anyone senseless.

Kobe Bryant's NBA

Reviewed Issue #05
3D Basketball • ↑↑ **Overall 79%**
Nintendo • Rumble • \$99.95
• Not really recommended because NBA Live '99 and NBA Jam '99 are so much better.

Lode Runner 3D

Reviewed Issue #16
Puzzle • ↑ **Overall 66%**
Ozisoft • Rumble • \$99.95
• I can't say that there's anything too exciting here but the game does retain some of the addictive gameplay of the computer classic.

Lylat Wars



Reviewed Issue #01
3D shooter • ↑↑↑↑ **Overall 91%**
Nintendo • Rumble • \$99.95
• The graphics are slick, there is a good variety of vehicles and levels to keep you interested and the multiplayer mode is quite enjoyable.

Mace: The Dark Age

Reviewed Issue #01
3D Fighter • ↑↑ **Overall 84%**

GT Interactive • No Rumble • \$99.95
• Mace has some great looking characters and backgrounds. The combo system is a little lacking but the gore more than makes up for it.

Madden NFL 2000



Reviewed Issue #21
Sports • ↑↑↑↑ **Overall 87%**
Electronic Arts • Rumble • \$99.95
• This game has improved vastly since last year's effort. The graphics are much crisper and it boasts the most realistic and detailed football gameplay ever.

Magical Tetris Challenge

Reviewed Issue #14
Puzzle • ↑↑ **Overall 79%**
Capcom • Rumble • \$99.95
• Capcom have thrown in the Disney cast to make it appear to be something new but it's still just a regular game of Tetris.

Mario Golf



Reviewed Issue #20
Sports • ↑↑↑↑ **Overall 86%**
Nintendo • Rumble • \$99.99
• Mario Golf can be enjoyed by all gamers, not only golfing nuts. It's got realistic physics, innovative modes of play and great visuals. Don't expect anything amazing, though.

Mario Kart 64



Reviewed Issue #1
Racing • ↑↑↑↑ **Overall 94%**
Nintendo • No Rumble • \$49.95
• This oldie is still a damn goodie as far as gaming fun on the N64 is concerned. The single player racing action is a little shallow, but plug in the extra pads and few other games on the N64 shine as much as Mario Kart in terms of multiplayer fun. At \$49.95, if you don't have this game

you should be taken out and beaten!

Mario Party



Reviewed Issue #14
3D Boardgame • ↑↑↑↑ **Overall 86%**
Nintendo • Rumble • \$99.95
• Four players can compete in a series of mini-games. It's good fun when you have a group of friends around but as a single player game it lacks any lasting appeal.

Micro Machines



Reviewed Issue #14
Racing • ↑↑↑↑↑↑↑↑ **Overall 78%**
Sega Ozisoft • Rumble • \$99.95
• The overhead viewpoint gives the game an unusual style but it can be a lot of fun. The single player game is quite lacking but the multiplayer racing is some of the best.

Milo's Astro Lanes

Reviewed Issue #13
Bowling • ↑↑↑↑ **Overall 58%**
Nintendo • Rumble • \$99.95
• Woo Hoo! A bowling game finally arrives on the N64. This is the game we've all been waiting for - Not!

Mission Impossible

Reviewed Issue #08
3D Shooter • ↑ **Overall 73%**
Nintendo • No Rumble • \$99.95
• This spy game borrows ideas from Goldeneye and adds some good ones of its own. Unfortunately the quality is patchy and there's no multiplayer mode.

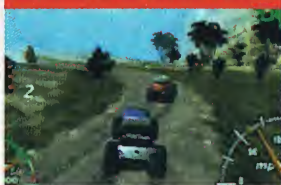
Monaco Racing GP 2



Reviewed Issue #14
Racing • ↑↑ **Overall 80%**
Ubi Soft • No Rumble • \$99.95
• Ubi Soft have created a slick

arcade-style experience with Monaco 2. The gameplay lacks some of the detailed realism of F1 World GP but the control is very smooth.

Monster Truck Madness



Reviewed Issue #20
Sports • ↑↑↑↑ **Overall 72%**
Nintendo • Rumble • \$99.99
• Not the best racing game on the N64, but it offers good multiplayer action. MTM feels as though it isn't quite a finished game and doesn't offer any intense action. It's okay-ish.

Mortal Kombat 4

Reviewed Issue #07
Fighting • ↑↑ **Overall 84%**
GT Interactive • Rumble • \$99.95
• MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64.

NASCAR 2000



Reviewed Issue #22
Racing • ↑↑ **Overall 51%**
Electronic Arts • Rumble • \$99.95
• Crap graphics and a track selection consisting of only oval tracks make this an unbelievably dull experience.

NBA Jam '99

Reviewed Issue #10
3D Basketball • ↑↑ **Overall 82%**
Roadshow • Rumble • \$99.95
• Fans of the original should be warned that Jam '99 has moved away from insane stunts and is now a more realistic basketball game. Still, the game is highly enjoyable.

NBA Live '99



Reviewed Issue #11
3D Basketball • ↑↑↑↑ **Overall 87%**
Electronic Arts • Rumble • \$99.95
• NBA Live '99 is EA's latest and

possibly greatest effort. It combines the realism of a detailed simulation, with the thrills and spills of arcade gameplay.

NBA Pro '99



Reviewed Issue #16
3D Basketball • ↑↑↑↑ **Overall 56%**
GT Interactive • Rumble • \$99.95
• It's a bit better than last year's effort but it's no competition for the better basketball games.

NFL Quarterback Club 2000



Reviewed Issue #21
Sports • ↑↑↑↑ **Overall 77%**
Acclaim • Rumble • \$99.95
• It's not a bad football game, but when you stack it up against the other football classics, other than tasty graphics, there's not much to find.

NHL '99



Reviewed Issue #11
Hockey • ↑↑↑↑ **Overall 91%**
Electronic Arts • Rumble • \$99.95
• This is easily the best hockey game on the N64. It has all the options and plays you could ever hope for, plus the gameplay is perfect.

NHL Breakaway '99

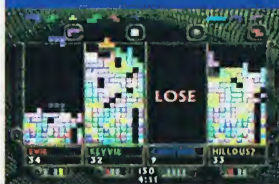
Reviewed Issue #13
3D Hockey • ↑↑↑↑ **Overall 61%**
Acclaim • Rumble • \$99.95
• Anyone who has NHL Breakaway '98 may want to purchase this game if all they are after is some new box art. This game is a carbon copy of last year's efforts.

NHL Pro '99

Reviewed Issue #16
Hockey • ↑↑↑↑ **Overall 52%**
GT Interactive • Rumble • \$99.95
• The game's arcade feel will please some but I'd recommend

buying a second copy of NHL '99 before you buy this, because one might get stolen.

New Tetris



Reviewed Issue #20
Puzzle • ↑↑↑↑ **Overall 89%**
Nintendo • Rumble • \$99.99
• If you enjoy using your brain, you can never go wrong with Tetris. Plenty of features and groovy multiplayer modes should keep you happy for yonks.

Nightmare Creatures

Reviewed Issue #12
Beat 'em up • ↑↑ **Overall 64%**
Kallisto • No Rumble • \$99.95
• The game lacks a two player mode and the single player quest involves mostly button bashing, which gets boring quickly.

Off Road Challenge

Reviewed Issue #07
Racing • ↑↑ **Overall 44%**
GT Interactive • Rumble • \$99.95
• Possibly the worst driving game on the N64. Run for your life.

Penny Racers

Reviewed Issue #12
Driving • ↑↑↑↑ **Overall 59%**
GT Interactive • Rumble • \$99.95
• Penny Racers is a poor man's Mario Kart.

Pilotwings 64



Reviewed Issue #01
Flight Sim • ↑ **Overall 94%**
Nintendo • No Rumble • \$99.95
• Plays and looks just like the real thing, and provides you with a great sense of immersion. You'll spend plenty of time exploring the huge maps and discovering all the secrets.

Pokemon Snap



Rayman 2

#22 • 3D Platformer • Ubi Soft • Rumble • \$99.95 Overall 93%
• The high resolution really brings out the game's amazing colours, making it one of the best looking games ever. Thankfully, these impressive visuals are complemented by responsive controls and interesting worlds to explore. A highly recommended platformer.

Reviewed Issue #19
Simulation • ↑ **Overall 84%**
Nintendo • Rumble • \$99.95
• Sneak about in beautifully created Pokemon environments to snap a picture of the elusive Jigglypuff. Very easy to complete but great fun.

Premier Manager 64

Reviewed Issue #20
Sports sim • ↑↑↑↑ **Overall 69%**
Nintendo • Rumble • \$99.99
• A strange title that doesn't actually allow you to partake in any soccer playing frolics. It simply revolves around the 'managing' of a soccer team.

Quake 64

Reviewed Issue #03
Shooter • ↑↑ **Overall 81%**
GT Interactive • Rumble • \$99.95
• The monster PC hit arrives on the N64, graphically dull, but still a highly playable conversion. Unfortunately, the multiplayer deathmatch bites hard.

Quake 2



Reviewed Issue #18
3D Shooter • ↑↑↑↑ **Overall 91%**
Activision • Rumble • \$99.95
• This game improves 500% over Quake 1. The graphics are much sharper, the gameplay is

more responsive and the four player deathmatch is one of the best on the system.

Rakuga Kids



Reviewed Issue #11
Fighting • ↑↑ **Overall 77%**
GT Interactive • Rumble • \$99.95
• Rakuga Kids never pretends to be a serious fighter. The characters are a bizarre bunch of cartoon creations but there's decent fighting action underneath its cute exterior.

Rampage 2: Universal Tour

Reviewed Issue #16
Action • ↑↑↑↑ **Overall 43%**
GT Interactive • Rumble • \$99.95
• I can't think of anything positive to say about this dated game. So I won't.

Re-Volt



Reviewed Issue #19
Racing • ↑↑↑↑ **Overall 81%**
Acclaim • Rumble • \$99.95
• The graphics are impressive, the sound is excellent and it's



Shadow Man

#18 • Action • ↑ • Acclaim • Rumble • \$99.95 **Overall 94%**

- This game is brilliant. It finally gives the mature gamers something they can be proud of. It has everything we want: buckets of blood, a real storyline (not just save the F#@*\$ Princess), gruesome weapons and a really challenging and interesting adventure. Buy it now - It'll make a man out of you.

challenging. Unfortunately, if you're looking for a quick bash of action, you may find this a little difficult to master.

Road Rash



Reviewed issue #22 **Overall 81%**
 Racing • ↑↑↑↑
 GT Interactive • Rumble • \$99.95

- The graphics are dull but the game boasts a super-smooth frame rate. This game is a lot of fun to play through yourself, but the real thrills come from pounding your mates off their motorcycles at insane speeds.

Rogue Squadron



Reviewed issue #12 **Overall 89%**
 Shoot 'em up • ↑
 Nintendo • Rumble • \$99.95

- Fantastic hi-res graphics, great shoot 'em up gameplay and plenty of different missions, round out a great game. Lack of a multi-player mode is a bummer though.

Rugrats

Reviewed issue #20 **Overall 28%**
 Board game • ↑↑↑↑

Nintendo • Rumble • \$99.99

- Mario Party managed to provide an enjoyable experience by adding mini-games throughout. Rugrats, however, does not. The only skill required is the ability to press a single button. Run away.

Rush 2 Extreme Racing



Reviewed issue #13 **Overall 78%**
 Racing • ↑↑
 GT Interactive • Rumble • \$99.95

- Rush 2 is an enjoyable mixture of racing action and insane jumps. Rush 2 emphasises 'arcade' action with plenty of stunts and short-cuts. Don't expect serious racing though.

San Francisco Rush

Reviewed issue #01 **Overall 68%**
 Racing • ↑↑
 GT Interactive • Rumble • \$99.95

- Not as slick as the sequel and lacks the stunt mode.

SCARS



Reviewed issue #10 **Overall 68%**
 3D Shooting • ↑↑↑↑
 Ubi Soft • Rumble • \$99.95

- Its biggest asset is the multi-player mode. Four players screaming around the tracks blasting the crap out of each other is really quite fun. Single player game bites though.

Shadowgate

Reviewed issue #20 **Overall 33%**
 Sports • ↑
 Nintendo • Rumble • \$99.99

- Shadowgate? Oh yeah, that game... Zzzz... huh? You want to know about it? Well, it's really... Zzzz... Where do I start with this pile of tosh? I know... Zzzz... Truly boring and not worth... Zzzz

Shadows of the Empire

Reviewed issue #01 **Overall 69%**
 3D Shooter • ↑
 Nintendo • No Rumble • \$79.95

- The game offers a mixture of genres that provides some enjoyment but when you think about how much better this game could have been, you'll cry.

Smash Bros



Reviewed issue #15 **Overall 89%**
 Fighting • ↑↑↑↑
 Nintendo • Rumble • \$99.95

- Mario, Link, Yoshi and Donkey Kong all in the one game: what more could you want? Lastability is, unfortunately, the



Super Mario 64

Issue #01 • 3D Platform • ↑ • Nintendo • No Rumble • \$49.95 **Overall 100%**

- I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!

answer. Four-way fights with your friends are great fun but you'll get sick of the single player game in a couple of days.

South Park



Reviewed issue #13 **Overall 61%**
 Shooter • ↑↑↑↑
 Acclaim • Rumble • \$99.95

- This game is a shooter with a twisted sense of humour that captures a lot of the style of the cartoon. Unfortunately, the gameplay is repetitive and gets boring quite quickly.

Snowboard Kids 2



Reviewed issue #15 **Overall 64%**
 Racing • ↑↑↑↑
 Nintendo • Rumble • \$99.95

- The first game came out during the N64's infancy when it was struggling to gain a collection of quality titles. A year later, things are very different.

Spacestation Silicon Valley

Reviewed issue #11 **Overall 88%**
 3D Platform • ↑

Directsoft • Rumble • \$99.95

- The original and addictive gameplay will grab you. You're a microchip which must complete tricky puzzles by taking control of over fifty different animals.

Star Wars Episode 1 Racer



Reviewed issue #17 **Overall 89%**
 Racing • ↑↑
 Nintendo • No Rumble • \$99.95

- With over twenty racing pods and more tracks than you can poke a lightsabre at, this game will keep you glued to the television for months. It's a bit easy though

Starshot



Reviewed issue #10 **Overall 37%**
 3D Shooter • ↑
 Ozisoft • No Rumble • \$79.95

- The game has some imaginative ideas but a low frame-rate, awkward camera angles and some really unforgiving gameplay make this an incredibly frustrating experience.

Superman 64



Reviewed issue #18 **Overall 26%**
 Action • ↑↑↑↑
 GT Interactive • Rumble • \$99.95

- Oh dear, this game is so putrid. I've seen three month old roadkill with more life in it than this game. Run away!

Tonic Trouble



Reviewed issue #20 **Overall 79%**
 3D Platform • ↑
 Nintendo • Rumble • \$99.99

- Another good 3D platformer that fails to capture the magic

and charm of Mario 64 and Banjo-Kazooie. However, if you already own the said two, this game is well worth a try.

Top Gear Overdrive

Reviewed issue #12
Racing • ↑↑↑↑ Overall 78%
Nintendo • Rumble • \$99.95
 • As a sequel to Top Gear Rally, TGO sadly retains many of the original's faults, like twitchy control. On the positive side, it has nice backgrounds and runs smoothly.

Top Gear Rally

Reviewed issue #01
Racing • ↑↑ Overall 87%
Nintendo • Rumble • \$79.95
 • TGR's graphics are simple but highly polished. Troubles do arise with the control of the faster cars, but it's still easily one of the best rally games on any system.

Turok 2



Reviewed issue #11
3D Shooter • ↑↑↑↑ Overall 94%
Acclaim • Rumble • \$99.95
 • The sequel of the decade is here and it's incredible. It features: huge levels chock full of stunning scenery; beautiful high

resolution graphics; amazing weapons with jaw-dropping special effects; a great variety of vicious dinosaurs; sophisticated AI and a brilliant multiplayer deathmatch. Most importantly though, it's a highly enjoyable and compelling game that simply demands purchase.

Turok Dinosaur Hunter

Reviewed issue #01
3D Shooter • ↑ Overall 88%
Acclaim • No Rumble • \$99.95
 • A great 1st-person shooter that offers incredible weapons and a huge quest filled with bionic dinosaurs.

Twisted Edge Snowboarding



Reviewed issue #14
Snowboarding • ↑↑ Overall 31%
Playcorp • Rumble • \$99.95
 • Nintendo showed us how snowboarding games should be done with 1080 and Boss Game Studios show us how they shouldn't be done with Twisted Edge.

V-Rally

Reviewed issue #10
Racing • ↑↑ Overall 62%
Nintendo • Rumble • \$99.95
 • V-Rally will be a wet dream for

hard-core rally fans. The game's realism does, however, result in a frustrating experience that will put a lot of people off.

Vigilante 8



Reviewed issue #16
Racing • ↑↑↑↑ Overall 76%
Activision • Rumble • \$99.95
 • This game provides you with a lot of different vehicles, all packed with weapons. There's a decent multiplayer mode here and objectives spice things up. Not brilliant, but enjoyable.

Virtual Pool

Reviewed issue #14
Pool • ↑↑↑↑ Overall 38%
Interplay • No Rumble • \$99.95
 • Gamers who are dying for a great pool simulation can rest happy because this one is the best I've ever seen. But the rest of us, about 99% I'd be guessing, will just laugh.

WCW Mayhem



Reviewed issue #22
Wrestling • ↑↑↑↑ Overall 78%
Electronic Arts • Rumble • \$99.95
 • The gameplay is fast and there are plenty of options. Unfortunately, it lacks the detail of Acclaim's wrestlers and the charm of THQ's WCW games.

WCW Nitro

Reviewed issue #14
Wrestling • ↑↑↑↑ Overall 17%
GT Interactive • Rumble • \$99.95
 • The control of the wrestlers is unresponsive and the graphics are shoddy. The fact that it's a conversion of PlayStation title pretty much explains it.

WCW v. NWO Revenge



Reviewed issue #11
Wrestling • ↑↑↑↑ Overall 91%

GT Interactive • Rumble • \$99.95
 • Everything has been improved for this sequel. There are now 60 wrestlers and a character creation mode. The original was so good though, that it may not be worth the money to upgrade.

WWF Attitude



Reviewed issue #19
Wrestling • ↑↑↑↑ Overall 89%
Acclaim • Rumble • \$99.95
 • It's time to bend someone into more shapes than Monica Lewinski, because Acclaim have given us a brilliant wrestler. It's not as easy to pick up as the WCW titles but it's incredibly detailed.

WWF Warzone

Reviewed issue #6
Wrestling • ↑↑↑↑ Overall 87%
Acclaim • Rumble • \$99.95
 • The original is a solid wrestler but the sequel improves upon it in every way.

Wailaee Golf



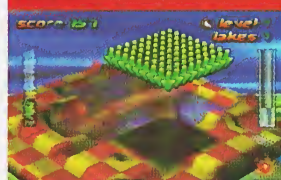
Reviewed issue #08
Golf • ↑↑↑↑ Overall 61%
Nintendo • No Rumble • \$79.95
 • A playable golf game is hidden under some ugly 2D 'card-board cut-out' scenery. Only one course with 18 holes means that it will test even the greatest golf lover's attention span.

Wave Race 64



Reviewed issue #01
Jet Ski Racing • ↑↑ Overall 91%
Nintendo • No Rumble • \$99.95
 • Wave Race has the most realistic controls of any racer on the N64. The water effects will amaze you. The way the jet ski handles and the attention to detail in the game is brilliant.

Wetrix



Reviewed issue #04
Puzzle • ↑↑ Overall 79%
Roadshow • No Rumble • \$99.95
 • A great idea and spin off of the old 'Tetris' theme make this a well-balanced puzzle game.

WipeOut



Reviewed issue #09
Racing • ↑↑↑↑ Overall 81%
Playcorp • Rumble • \$99.95
 • WipeOut has fast, furious gameplay with crafts that travel at insane speeds and wield awesome weapons.

Wrecking Balls

Reviewed issue #07
Puzzle • ↑↑↑↑ Overall 49%
Acclaim • Rumble • \$99.95
 • A decidedly lame puzzle game.

World Driver Championship



Reviewed issue #19
Racing • ↑↑ Overall 83%
GT Interactive • Rumble • \$99.95
 • It flaunts super graphics and moves at a healthy frame rate. Some may be put off by the difficult handling physics of the vehicles, but once mastered it's an above-average racer.

Yoshi's Story



Reviewed issue #03
2D Platform • ↑ Overall 82%
Nintendo • No Rumble • \$99.95
 • Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.



Zelda 64

#12 • RPG • ↑ • Nintendo • Rumble • \$99.95 Overall 98%
 • The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.

Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

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NEW SOUTH WALES

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Castlevania - \$50
Jack Grant, Macksville
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N64 console with expansion pak - \$95, Memory pak - \$10, 4 controllers - \$10 each, carry case for console - \$10, carry case for games - \$10, RF switch - \$15, N64 Gamer mags (issues 2 - 20) - \$1 each, NFL Quarterback Club 99 - \$40, All Star Baseball 99 - \$35, Star Wars: Rogue Squadron - \$35, International Soccer Superstar 64 - \$25, FIFA 98: Road to World Cup - \$20, Mario Kart 64 - \$20, Super Mario 64 - \$20, Pilot Wings 64 - \$20, Diddy Kong Racing - \$20, Zelda: Ocarina of Time - \$40, or everything for \$400.

Paul, Wollongong
(02) 42715162

Turok 2 - \$55, Zelda - \$55, Rogue Squadron - \$55, Goldeneye - \$40, Game Boy - \$40. Game Boy Games; Donkey Kong Land 2 - \$15, Mortal Kombat 3 - \$10, Killer Instinct - \$10, Double Dragon 2 - \$10, The Empire Strikes Back - \$10.
Matt Wright, Mt Annan
(02) 46470218

Buck Bumble - \$40, Episode One Racer - \$50, Penny Racers - \$40, Wave Race - \$35, Bomberman Hero - \$30.
Shannon Gossion, Macksville
(02) 65683695

South Park - \$75, Rugrats for Game Boy Color - \$45.
Alex Sweatman, Gosford
(02) 43846987
Tuesday - Friday, 4pm - 9pm

Extreme G, will swap for RC Re-Volt, Rogue Squadron, Lylat Wars and South Park.
Chris, Fingal Bay
(02) 49842640

Banjo-Kazooie - \$50, or will swap for Body Harvest, GASP Fighters, Mortal Kombat 4, Aero Fighters, Golden Nugget, WWF Warzone.
Kel, Nelson Bay
(02) 49844192

Mission Impossible - \$60, Snowboard Kids - \$40.
Tim, Sydney
Timb@hotmail.com

WCW Revenge - \$50.
Brad, Gunnedah
(02) 67420421
mchomp@yahoo.com

Star Wars: Episode One Racer - \$40, or will swap for SF Rush or All Star Baseball.
No name, Attunga
(02) 67861512

Turok 2 - \$75, Aero Gauge - \$20, Banjo-Kazooie - \$50, Controller pak - \$15, or the lot - \$155.
Rohan Barron, Broken Hill
(08) 80872299

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In dayside, you must survive the persistent wedgie attacks from the school bullies.

...and don't forget to be home by your 8:00 pm bedtime

But once you go to sleep, you enter nightside where you become...

EXPLORE FULLY 3D WORLDS...

MR. BADASS!

-The world's lamest wannabe game guru!

You fool! Each of my buttocks are more muscularly toned than Arnold Schwarzenegger...

...and ignore them to go off and insult its inhabitants instead.

BADASS 64
The Wacky Misadventures of a Born Loser

© Alastair Craig, 1999

Alastair may not be the most talented artist in the world but we think he's really captured the essence of Mr. Bad Ass

VICTORIA

Top Gear Rally - \$35, Chopper Attack - \$25, or will swap for DKR, 1080, or Star Wars Racer.
Caillayn Brookes, Maldon
(03) 54751329

N64 console with 2 controllers and memory pak - \$200, F-1 World Grand Prix - \$35, Banjo-Kazooie - \$45, NBA Live 99 - \$60, Goldeneye - \$30, ISS 64 - \$48, Mario Kart - \$35.
Chris, Eltham
(03) 94393571

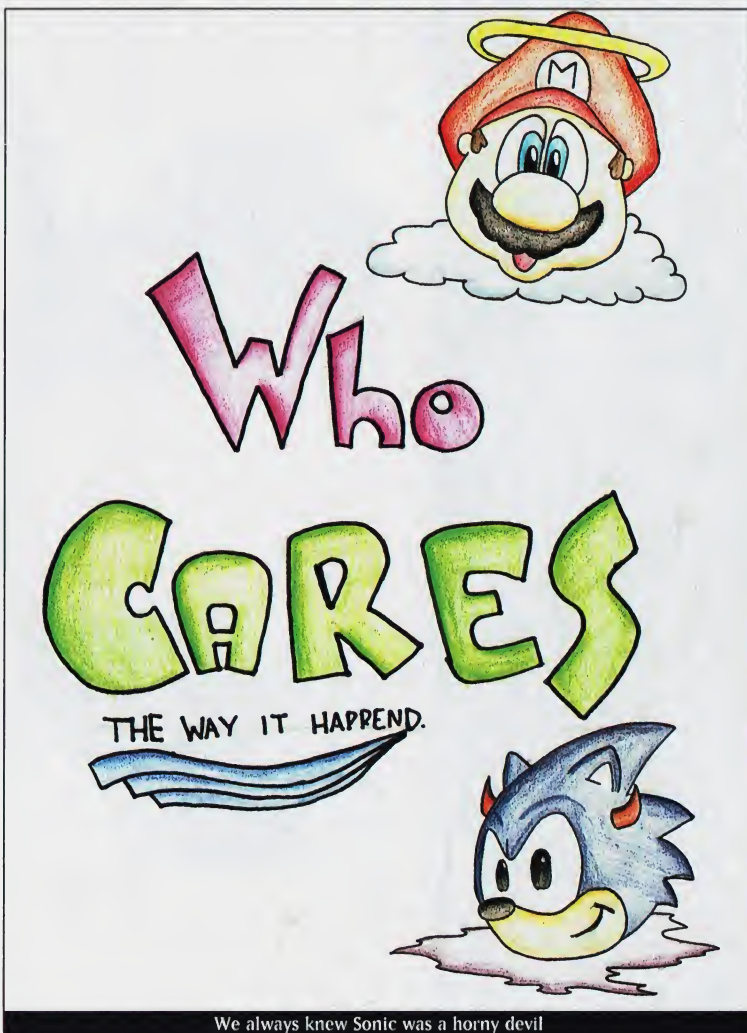
Mario Kart - \$50, Quake - \$50, Killer Instinct Gold - \$45.
No name, Pascoe Vale
(03) 93542059

Episode One Racer - \$40, South Park - \$40, Rogue Squadron - \$45, or will swap.
James Little, Caulfield
(03) 95715315

Wave Race - \$50, 1080 - \$50,



Here at N64 Gamer HQ, we're split on the topic of whether or not Pikachu's cool but we can all appreciate great art - thanks Mark.



We always knew Sonic was a horny devil

Game Boy games; Tetris DX - \$30, Zelda DX - \$30.
Geoffrey Maddocks, Oaklands
(08) 82969558

Diddy Kong Racing - \$50,
Crusin USA - \$30, Super Mario - \$40, Shadows of the Empire - \$40.
Peter Edwards, Adelaide
(08) 83811159

ACT

F-Zero X, Super Mario, Bomberman 64, Wave Race, Buck Bumble, Blast Corps - \$40 each, Turok 2 - \$60.
Josh, Canberra
(02) 62477790

QUEENSLAND

Zelda - \$30, Mario Kart - \$25, Bomberman - \$15.
No name, Shailer Park
(07) 32089441

South Park - \$35, Turok 2 - \$40, World Grand Prix - \$15, All Star Baseball 99 - \$25, Yoshi's Story - \$20, WWF Warzone - \$35.
Nathan Dench, Brisbane
(07) 32781047
NatJusDen@yahoo.com

WESTERN AUSTRALIA

N64 console, two controllers, mem pak, expansion pak, rumble pak, controller extension cord, Goldeneye, F-Zero X, Turok 2, NHL 98, RF switch - \$400, N64 Gamer mags (issues 6-19) - \$2 each.
Chris, Perth
(08) 93861639

Wave Race - \$50, or will swap.
Joel, Kellerberrin
(08) 90458275

South Park - \$70, or will swap.
Tim, Kellerberrin
(08) 90458275

WCW Revenge - \$60.
Steve, Perth
(08) 93055479

Crusin World - \$50, or will swap for Banjo-Kazooie, WWF Warzone, F1 World GP.
Tom Skinner, Burwood
(03) 98333255

Command and Conquer - \$40, Zelda - \$35, Quake - \$50.
Bradley, Parkdale
(03) 95809715

N64 console with 2 controllers, Goldeneye, Mario Kart, SF Rush - \$285.
Chace Harty, Colac
(03) 52311220

Turok 2 - \$40, Wave Race - \$40, Pilot Wings - \$25, or will swap for Micro Machines, Forsaken, Wetrix, Yoshi's Story, Blast Corps or Bust-A-Move.
Kai Robinson, Chelsea
(03) 97761490
kai_robinson@hotmail.com

SOUTH AUSTRALIA

Mission Impossible - \$55, Mario Party - \$45, Vigilante 8 - \$50, South Park - \$55, Turok 2 - \$50, Top Gear Overdrive - \$45,

NEXT MONTH

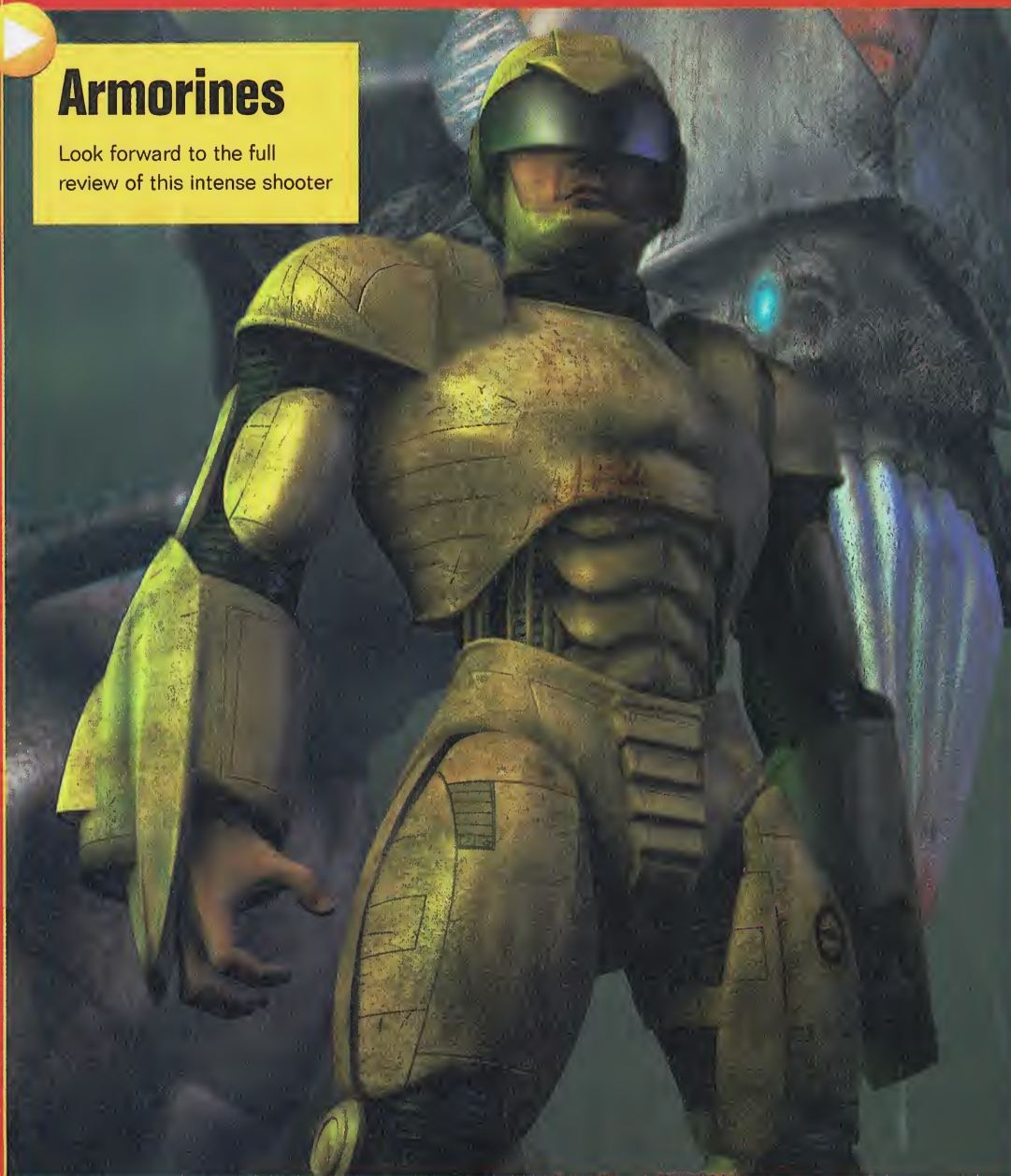
Reviews

Take a look at the funky stuff coming in N64 Gamer #24

Naturally, we will strive to bring you all the latest and greatest info on all things N64ish. However, the games distributors reserve the right to postpone the release of their games.

Armorines

Look forward to the full review of this intense shooter



Resident Evil 2

It may have begun as a PlayStation game but RE2 is packed with so much weaponry and blood that you'll die happy.



Ready 2 Rumble

After the disappointing KOK 2000, R2R looks like being the arcade-style boxing fest that will give the fans what they want.



Toy Story 2

The smash-hit computer animation movie is headed to the N64 early next year and we'll have the full review.



South Park Rally

Along with the quirky Chef's Luv Shack, this title looks set to give South Park fans a healthy dose of humour this Holiday season.

Take 2 in glorious COLOR

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Game Boy titles
at your fingertips...*



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GAME BOY
COLOR



MAXIBON

GO AHEAD

**Bite off more than
YOU CAN CHEW**

IN MEMORY
OF ALL THOSE
WHO HAVE TRIED
AND FAILED.